

OFFICIAL GAME GUIDE

# DEAD SPACE™



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# DEAD SPACE

## PRIMA Official Game Guide

Written by:

Fernando Bueno



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Fernando "Red Star" Bueno (aka dukkhah) has been a gamer since opening his first Atari, and has been writing creatively since his early years in high school. During college he combined his loves for gaming and writing and began freelancing for popular gaming websites. The San Diego native found his way to Northern California shortly after high school. After graduating from the University of California, Davis, with a dual degree in English and art history, he was able to land a job as an editor for Prima Games. Though happy with his position as an editor, his life called him to Las Vegas where he now resides. During the move to Nevada, he also made the move to author and has since written a number of game books, including *Naruto Uzumaki Chronicles 2*, *Prince of Persia: Two Thrones*, *EA SPORTS™ Fight Night Round 3*, and *Stubbs the Zombie*.

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# WELCOME TO DEAD SPACE

## Acknowledgments

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## Up Until Now...

Before the *Kellion* rendezvoused with the *Ishimura*, the planetside colony was abuzz with activity. Rumors began to swirl about a mysterious religious artifact after miners uncovered a tall oddly shaped obelisk. When it was revealed that the miners had, indeed, uncovered a strange “something” on the planet’s surface, colonists quickly split into two camps—religious Unitologist supporters and people who thought it was simply another chunk of rock. After the two camps became severely polarized, things got even worse.

Colonists began acting erratically and seeing visions. Some even reported that the dead had begun to return from the grave. Things quickly spun out of control as reports of murders, mass suicides, and rumors of strange creatures began to run rampant.

Though the planetside colony’s condition was worsening before the USG *Ishimura* arrived, its arrival was the final step in the colony’s downfall. Shortly after the *Ishimura* cracked the planet and transferred aboard the strange artifact, called the “Marker,” all was lost...

## NOTE

To get the entire story about the colony, the *Ishimura*, and the Marker, read Image Comics’ *Dead Space* comics. Issues one through six were released in the months prior to the *Dead Space* video game debut, and a graphic novel is available now!

## How to Use This Book

Scattered throughout this book are several boxes meant to help you in your adventure.

## TIP

**Tip** boxes contain valuable tidbits of info meant to help you enhance your gameplay experience. They can contain locations of valuable items or advice on how to proceed.

## NOTE

Note boxes provide information about your adventure or the book. Consider these Note boxes a running commentary throughout your adventure.

## CAUTION

Even if you skip the Tips and Notes boxes, be sure to read Caution boxes! Their sole purpose is keeping you alive by keeping you out of danger and on your feet.

# CONTROL YOUR FEAR

No matter how many times you survive a sticky situation or how many necromorphs you put out of their misery, you'll do it all only by having a firm grasp of basic combat techniques.

## HUD (Heads Up Display)

The HUD is simple, easy to read, and extremely efficient. Integrated into your RIG are four vital pieces of information: health, ammo, oxygen, and stasis. Luckily, these are the only four vitals that matter.

**HEALTH INDICATOR:** The blue bars running up your spine represent your Health meter. As you take damage, the bars will deplete. When your health drops to dangerous levels, the bars will turn yellow. At critical levels, the bars turn red.



**OXYGEN TANK:** The Oxygen Tank meter tracks the amount of time left until your oxygen runs out. When the tank is nearly empty, it will flash red.



### NOTE

Like the Interact option, your oxygen tank meter only appears when necessary, such as when you enter a vacuum.

**STASIS MODULE:** After acquiring your stasis module, you can track the amount of stasis power in your RIG. When full, the half-circle module will be completely blue, and will turn red when nearly empty.



**AMMO COUNT:** Every weapon has an ammo count. When running low on ammo, the ammo indicator will turn orange.

**INTERACT:** The Interact option will only appear when something is close enough to be activated, picked up, or opened.

## Movement



The most basic element of combat begins with movement. Instead of having a simple first-person view or even a traditional third-person view, your view is set slightly askew,

granting you more space on the screen's right than on the left. Though it doesn't change the way you engage in battle, it does require that you turn more sharply when you want to view or aim at things to your (Isaac's) left.

Before even setting out, though, begin by adjusting your control preferences. Select the Options menu, then the Controls menu, and adjust your x- and y-axis to suit your needs.

Action	Xbox 360	PS3
Walk	Left thumbstick	Left
Run	+ left thumbstick	+ left
Look	Right thumbstick	Right

## Melee Combat



## Weapons Handling



### Action

### Xbox 360

### PS3

Stomp	<b>(RB)</b>	<b>[R2]</b>
Melee punch	<b>(RT)</b>	<b>[R1]</b>

Occasionally you won't have time to react, take aim, and fire your weapon. When that happens, your only recourse is to take matters into your hands...literally. Your melee attacks are not nearly as powerful as your weapon attacks, so only use them as a last defensive resort. When enemies get too close or sneak up behind you, use the melee punch to knock them away.

Small necromorphs that approach you from low on the ground can be dispatched a bit more safely with a stomp attack. Slow them with stasis, then run your boot through them and squish them. Because these are close-quarter combat techniques, you run the risk of being attacked, so don't make melee combat your primary form of offense!



### Action

### Xbox 360

### PS3

Draw weapon	Hold <b>(D)</b>	<b>[L1]</b>
Reload	With weapon drawn, press <b>A</b>	With weapon drawn, press <b>[L1]+X</b>
Change equipped weapon	<b>▲, ▾, ←, or →</b> on D-pad	<b>↑, ↓, ←, or →</b> on D-pad
Fire	With weapon drawn, press <b>(RT)</b>	With weapon drawn, press <b>[R1]</b>
Alternate or secondary fire	With weapon drawn, press <b>(RB)</b>	With weapon drawn, press <b>[R2]</b>

By far the most important aspect of combat are your weapon-handling skills. Fire too slowly or too rapidly and you risk missing your target. Lose track of your ammo count and you'll risk being surrounded by enemies with no way of defending yourself. Use the wrong type of fire, and you'll be shredded to pieces before you figure out what went wrong. Firing on an enemy is simple enough. Simply take aim and press the Fire button.

However, with each weapon having two different types of fire, combat becomes subtly more sophisticated. Dependent on the four weapons equipped and the weapon currently in hand, your fire options can range from single-fire bursts to continuous fire. Secondary options can range from changing your fire's orientation (from vertical to horizontal spray) to using mines. Always keep in mind your weapon's ammo capacity and reload rate. The last thing you want to do is have to reload while surrounded by necromorphs!



### NOTE

**Weapons can also be reloaded or changed while in the Inventory menu.**

### Kinesis



After equipping the required module, you will be able to use kinesis—the power to control and move items by manipulating gravity. Aim at a movable object, which is often marked with , and press the Kinesis button. This will grab the item and either pull it toward you if small enough or grip it so that you may manipulate it.

In the case of switches and large objects, you can slide them while on a track. With smaller objects like pick-ups, crates, and debris, you will pull the item toward you and use it as a projectile. Use kinesis with small objects to launch explosive canisters, grab distant items, and even thrust objects at enemies to keep them temporarily at bay.

### Stasis



#### Action

#### Xbox 360

#### PS3

Stasis	While weapon is drawn, press <b>B</b>	While weapon is drawn, press <b>■</b>
--------	---------------------------------------	---------------------------------------

Once your stasis module is equipped, you will gain the power to temporarily slow objects and enemies in time! Like kinesis, this ability can be immensely helpful during battle and while navigating the ship's dangerous corridors. While in battle, use stasis blasts to slow enemies and keep them from attacking you. While the enemies are slowed, you can move away from harm, circle around and flank it, or even run away to safety.

Action	Xbox 360	PS3
Grab with kinesis	While weapon is drawn, press <b>B</b>	While weapon is drawn, press <b>●</b>
Fire held object	While holding object with kinesis, press <b>R1</b> to fire	While holding object with kinesis, press <b>R1</b>
Manipulate held object	While holding object with kinesis, use right thumbstick to move object	While holding object with kinesis, use left <b>ANALOG</b> to move object

Another highly important aspect of stasis is its ability to help you navigate the ship's corridors. You will often have to slow malfunctioning doors, dangerous traps, and large moving obstacles to proceed on your mission.

## Zero-Gravity Movement



### Action

### Xbox 360

### PS3

Zero-gravity jump

While weapon is drawn, press **Y**

While weapon is drawn, press **▲**

While in a zero-gravity environment, the rules of movement change a bit. Your basic controls for running and walking remain the same, but zero gravity allows you to float across the weightless environment and walk on surfaces previously unreachable. For example, you can jump from the floor to the ceiling and walk on it.

To do so, aim your weapon at the surface you want to walk on and press the corresponding button (see table above). If you can walk on the targeted surface, you will leap toward it and automatically lock on to it with your gravity boots. If you cannot walk on the targeted surface, your ammo counter will flash red and you'll stay put. Take advantage of zero-gravity environments in battle. Flee from enemies by leaping away or jump to other surfaces to gain an advantage.

## Mission Navigation



### Action

### Xbox 360

### PS3

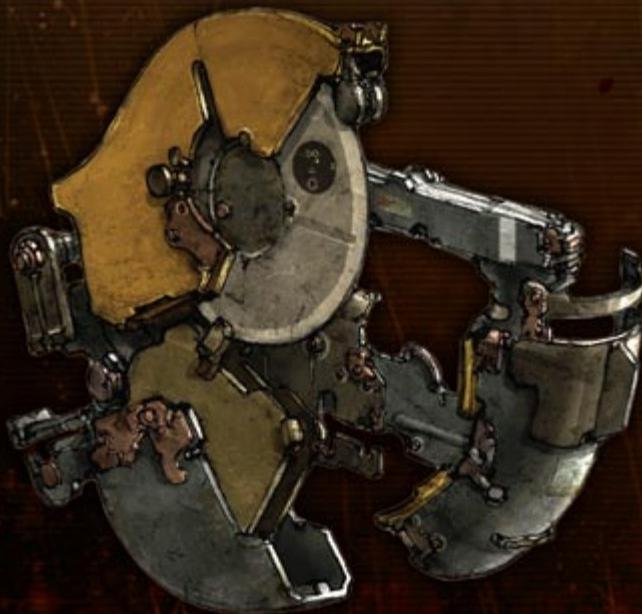
Objective locator	Press right thumbstick	Press right
Bring up map menu		
Tumble map	A,  B,  L, or  R on D-pad	Left
Zoom in/out	While viewing map, use <b>Y</b> to zoom in and <b>X</b> to zoom out	D-pad while viewing map
Cycle objective	While viewing map, press <b>A</b>	L1 and R1 to navigate between frames, and then D-pad to select

Throughout your many missions, you may need to stop and find your next objective. The simplest way to do this is using your Objective Locator ability. Follow the above commands to bring up a thin, glowing blue light that emanates from your palm. Though it is extremely efficient and immensely helpful, it is only useful when the proper objective is selected.

During missions with simultaneous objectives, the blue line will only lead you to the current objective selected. To switch objectives, bring up the Map menu and follow the above commands to cycle through them. While in the Map menu, you can also manipulate the map to get a better view of the path ahead. Only stop to look up objectives and paths when the coast is clear. Don't do it while enemies are about!

## Battle Tactics

Because every type of necromorph is unique, each encounter with a different type of creature requires a different approach. (For more info on how to dispatch specific necromorphs, see the "Cast, Crew, and Creatures" chapter.) However, there are certain techniques that can be helpful throughout your adventure. The following battle tactics, when applied successfully, will make you the hunter rather than the hunted.



## Know Your Weapons



While it's not quite a "tactic," knowing the capabilities of your equipped weapons is absolutely integral to survival. Each weapon has a different type of ammunition, and in effect, a different type of fire. Where your Pulse rifle can inflict a moderate amount of damage on a small area, the Line gun can inflict a greater amount of damage across a greater area. Meanwhile, the Pulse rifle may have a higher rate of fire, but it inflicts less damage per round of ammunition.

If you go into a firefight with the wrong weapon, you're asking to be overtaken and killed. Once you've found a combination of weapons that suits your liking, make frequent use of the upgrade benches scattered throughout your adventure. At their base levels, the weapons are effective, but after tweaking and fine-tuning, each weapon can become extremely more effective.

**Scout Ahead****Use Your Surroundings**

The *Ishimura*'s dark corridors can be a dangerous place if you run wildly about. Even though you must sometimes run at full sprint, typically you must be careful and tread slowly. When approaching a corner or a turn in a hall, stop just before rounding the corner—you never know what waits around the bend!

Sneak up to the turn, slowly rotate the camera around the corner, and get a better view of what lies ahead before stepping out from around the turn. This way, you will spy necromorphs before they spy you!

The ship's corridors may be dark and narrow, but that doesn't mean they don't provide useful nooks and crannies to use for cover. There is also debris to use as weapons. Whenever entering a new environment, note your immediate surroundings. If there are explosive canisters nearby, gather them into a pile to create a large bomb. If there are tables, crates, and other large pieces of debris, use them as projectiles.

Similarly, keep in mind that you can use certain nooks and crannies as temporary makeshift barricades. Necromorphs may be more vicious than you, but you are often more mobile. If you get surrounded or swarmed, duck into a niche and barricade yourself. Once barricaded, pick off your enemies from your safe position. Lure foes around corners, through small crevices, and past obstacles to hinder their movement, then take them out!

## Combine Your Abilities



Your weapons aren't your only means of offense. You also have two very unique abilities: stasis and kinesis. Combine your abilities to increase their shared effectiveness. As mentioned above, kinesis can be used to create barricades, bombs, and fire projectiles. Stasis can be even more effective during battle. Use stasis blasts to slow enemies as they approach or to impede a swarm's assault.

Stasis can be extremely helpful in evening the odds. If multiple enemies approach you, slow some down while you destroy the others. Similarly, if a large overpowering fiend ambushes you, slow it before it can do damage, then distance yourself to get a better shot.

### TIP



#### AIM FOR THE LIMBS

By far, the most useful technique against 90 percent of necromorphs is not to pump them full of ammo, but rather to pick them apart limb by limb. Instead of aiming for their heads or chest like your instincts might tell you, aim low and cut off their legs. After removing their legs, sever their arms and other limbs to destroy the reanimated creatures.

Against smaller creatures that don't have legs, the strategy remains the same. Remove the creatures' tentacles, arms, or other appendages to destroy them.



# CAST, CREW, AND CREATURES

## Isaac Clarke



You play as Isaac Clarke, the USG *Kellion*'s engineering and ship system specialist. He's a mysterious character. Aside from his love for a woman named Nicole Brennan, not much is known about Clarke's past.

As he arrives at the USG *Ishimura*, he constantly watches a video log from Nicole. Aside from completing his mission, his main goal is to rescue and reunite with her...

to complete the original mission despite the many disturbing events following their arrival.

## Nicole Brennan



Isaac's love interest, Nicole, is the senior medical officer for the *Ishimura*. In her most recent message to Isaac, Nicole's tone was solemn and disturbing. Her whereabouts are currently unknown, but Isaac suspects she's still on the *Ishimura* somewhere.

## Kendra Daniels



Computer specialist Kendra Daniels works alongside Zach Hammond and Isaac Clarke. She's strong, stubborn, and a survivor. Though she works with Hammond, she begins to suspect that he knows more about what is going on aboard the *Ishimura* than he lets on. In spite of her suspicions, however, she continues to work with Hammond and Clarke to find a way off the derelict ship.

## Dr. Challus Mercer



Doctor Challus Mercer is one of the USG *Ishimura*'s on-board doctors. Upon arrival at the colony, Mercer witnessed the necromorph infestation and quickly began to conduct experiments with them, which he believes are a higher form of life. As a Unitologist and scientist, Mercer melded his personal beliefs with his profession and became something very frightening—a necromorph ally.

## Zach Hammond



Zach Hammond is the tough-as-nails, handle-your-business chief security officer for the USG *Kellion*. During the mission to the *Ishimura*, Hammond calls the shots and continues trying

## Dr. Kyne



Dr. Kyne may be one of the only surviving people on the *Ishimura* that has not lost his mind. While all other survivors are either mad or trying to execute some sinister plan of their

own, Dr. Kyne is the only person that can see things clearly. Rather than try to claim the Marker for himself or allow the CEC to keep it, Kyne suggests that the only way to bring an end to this horror is to place the Marker back on the planet.

## Necromorphs

The necromorph is the result of reanimated and transformed dead flesh. In fact, the creatures are actually a structured species whereby one type of necromorph facilitates the creation of other necromorphs. Because they require dead bodies to reproduce, their reproductive habits can be likened to those of a virus. They can reproduce and multiply in numbers at a frightening rate and are savage beasts when looking for more dead bodies to infect. Be careful, though—necromorphs aren't scavengers. They won't simply wait for people to die; they'll take matters into their own deformed hands...

## Slasher



The Slasher necromorph's sole purpose is to kill more humans for the Infectors to infect. Their long, scythes-like arms are razor-sharp and lightning quick. Because they're the result of transformed humans, they still walk upright and can be incapacitated by severing their legs. Though this will drop them to the floor and slow them down, they won't die until you cut off their arms too.

Super-Slashers are tougher versions of the Slasher. Their skin is slightly darker, and they are much tougher to bring down. The strategy remains the same, however—cut off their legs and finish them off when they're down.

## Guardians



The Guardians are thusly named because they almost always appear next to doors or passages. These necromorphs are always attached to walls and lash out with their short tentacles. Their most dangerous attack, however, is a long distance attack. As you approach, the Guardians spit small pods a few feet in front of them. The pods then lash out with a tentacle and fire short range projectiles at you! To destroy the pods, sever their tentacle.

To destroy the Guardian itself, approach it carefully after destroying the pods in front of it, and use the ripper to cut off its tentacles or drop a Line gun mine just in front of it. You can also use stasis to slow it down and keep it from rapidly spitting out several pods.

## Infector



Infector necromorphs have winglike appendages that help them hover over dead bodies while they infect it and create other necromorphs. Because their sole purpose is to infect dead bodies, they often won't attack you until after they've infected all the dead bodies in the immediate area. Take advantage of this and blow off their wings while they're distracted.

When entering a room with several dead bodies and multiple Infectors, target the Infectors first. If they successfully transform the dead bodies, you'll have to contend with a necromorph army.

## Pregnant and Swarm Necromorphs



Don't be fooled by the Pregnant necromorphs' hulking size—they're extremely fast and agile! Like the Slashers, these bulbous beasts have long, scythes-like arms with razor-sharp blades for hands. If they catch you, they'll easily shred you to pieces.

In addition, their large stomach sacs contain dozens of small swarm necromorphs.

When blown up, the Pregnant necromorph releases the swarm, creating a secondary threat. When confronting a Pregnant necromorph, destroy it just as you would any other necromorph—amputate its legs and decapitate it to keep it from releasing its swarm spawn. Another approach is to blow up the creature's stomach from afar, switch to a weapon with a wide-range attack such as your Flamethrower or Line gun, and decimate the spawn creatures as they approach. If the swarm does reach you, they'll climb all over you and eat you alive.

### TIP

**Another approach for dispatching the swarm is to slow them with your stasis ability and use the Pulse rifle's high rate of fire to burst the little buggers while they're slowed.**

The result of transformed juveniles, these little Lurkers can also fire a spread of projectiles from their tentacles. You will often find them scurrying up and down the walls and ceiling, so keep your weapon raised and your eyes open at all times. When confronting Lurkers, wait for them to raise their tentacles into the air as they prepare to fire. When they do, use your Line gun to sever all three tentacles with one shot.

Like Super-Slashers, Super-Lurkers are darker, tougher versions of the tentacled fiends. They're also faster and take more shots to bring down. Because of their remarkable speed, use stasis shots to slow them down before severing their tentacles.

## Leaper



Leapers are named for their propensity for leaping from wall to wall as they approach and leap as they attack. When not jumping about, they use their arms to crawl along the floor to get within leaping distance. Once in close range, they use their stinger tail to attack.

When a Leaper attacks, slow it down with stasis first, then attack! Its long, slender body can make it difficult to accurately target, so slow it down to get a clear shot, then blow off its arms.

## Lurker



The three-tentacled creatures are named for their tendency to lurk in areas and wait for you to approach.

## Drag Tentacle



These large, tree-trunk-thick tentacles occasionally whip out from the ship's darkened corridors. When

they do, they use their harpoonlike tongue to grab your foot and drag you into their lair. You cannot slow it down or defeat it before it gets you on your back, so don't bother firing on it when it emerges from the hall. Instead, wait for it to begin dragging you, then shoot the tentacle's weak yellow sac near the midpoint.

The tentacle will drag you in short, quick bursts. In between, it will slowly coil, granting you just enough time to target the sac and blast it.

## Divider



Dividers are tall, lanky humanoid necromorphs. They're not as fast as Pregnant necromorphs, and they don't have sharp bladelike arms like Slashers, but they are still difficult to contend with. When the Dividers approach, they'll thrash you about. Once destroyed, though, they

divide into small spiderlike creatures that can swarm you quickly.

Use stasis to slow the Divider when it starts to divide, then shoot Napalm at its feet as it breaks into its smaller parts. Your Flamethrower is great at defeating the individual parts. The Flamethrower will light all of the individual parts on fire simultaneously! As they divide, target the head part first, since that is the only part that can do a paired attack. Another approach is to force them to divide from afar, then destroy the small spider necromorphs with wide-range blasts from your Plasma Cutter, Line gun, or Ripper.



## Hunter



The Hunter is a necromorph like no other. The result of Dr. Challus Mercer's experiments, the Hunter cannot be killed by simply dismembering it. The creature will simply regenerate the lost limbs and resume the attack. Essentially, you can slow it down long enough to escape, but you cannot kill it with your arsenal, no matter how upgraded your weapons are.

To escape the Hunter's approach, slow it down with stasis or remove its limbs and run! In certain situations you can slow it down and use the environment to dispatch it. While battling it in the cryogenics chamber, slow it down inside the freezing tube, then activate the refrigeration procedure. During your second encounter, incapacitate it, slow it with stasis just behind the shuttle's boosters, then activate the shuttle to fry it to a crisp.

## Brute



These huge behemoth-sized Brutes are fast, armored, and extremely strong. Capable of running through thin walls and double-thick glass and busting through bulkheads, these creatures are among the toughest necromorphs you'll face. The only way to dispatch them is to fire at them from behind, where they are not armored. To inflict even more damage, target the yellow areas.

If you remove its legs, it will then drag itself towards you and launch itself at you from close range. When further away, it will shoot explosive pods at you. Catch the Brute's pods with kinesis and shoot them back at it.

As they approach, drop a mine just in front of them, then slow them down with stasis. They'll continue to move slowly and pass the mine just as it detonates, causing major damage to their weak side. If you open fire on their front, they'll often drop and huddle into an armored ball, like an armadillo. When they do, circle behind them and unleash everything you've got on their weak spot. The Super-Brute is so strong that even while slowed down with stasis blasts, it will continue moving at a disturbing rate.

### Leviathan



The Leviathan is a shuttle-sized necromorph that inhabits the USG *Ishimura*'s food storage bay. The giant flesh-colored beast resembles a mouth with three tentacles surrounding it. It attacks by whipping its tentacles at you, then swiping sideways to sweep you off your feet. Dodge its attacks by launching yourself around the zero-gravity bay and blowing up the tentacles' yellow sacs.

After destroying all three tentacles, the mouth will begin to spit explosive pustules. Blow up the pustules while they're still in the creature's mouth to dole out major damage.

### Exploder



Exploders are small hunched suicide-bomber necromorphs. Because they are meant to destroy themselves by explosion, they are the most efficient type of necromorph. A single Exploder can create dozens of dead bodies for Infectors to transform. If

they explode near you, they'll inflict a great deal of damage and knock you off your feet.

Target the sac on the Exploder's left arm and blow them up from afar: a few blasts from your Pulse rifle, cutter, or Line gun is all it takes. However, if they are within close quarters, slow them down with stasis, then run outside their blast radius.

### TIP

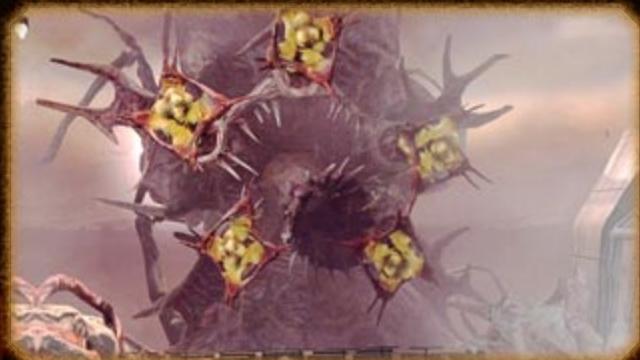
You can also separate the sack from the exploder by shredding its arm, then use the explosive postule against other enemies like a grenade by using Kinesis.

### Twitcher



Twitchers are the result of transformed military units. When soldiers equipped with stasis modules were transformed by Infectors, the resulting necromorphs were stronger, faster, and extremely erratic in their movement. Dubbed "Twitchers" for their spastic movement, these creatures are much more easily defeated after slowing them down with stasis blasts.

### Hive Mind



The Hive Mind is the alien that telepathically controls all the other necromorphs. It's a building-sized creature that dwells inside the planet. Like other necromorphs, the Hive Mind has several yellow sacs that are much weaker and less protected than the rest of its body.

# TOOLS OF THE TRADE

The following pages contain information on all weapons and items that can be purchased at the store kiosks.

## Plasma Cutter



Primary fire



Secondary fire

The Plasma Cutter is a high-energy mineral cutter and your most useful weapon. In primary fire mode, it shoots three small

projectiles in a vertical formation. When switched to secondary fire, the projectiles shoot out horizontally. Because it can deliver powerful blasts of energy, the Plasma Cutter is the perfect weapon for cutting through enemies' limbs. Use the primary fire mode to sever arms, and use the secondary fire mode to cut through legs and tentacles.

### Upgrade Recommendations by Priority



1. Damage
2. Capacity
3. Speed
4. Reload



## Line Gun



The Line gun is a wide-beamed slicer with timed mines. Like the Plasma Cutter's secondary fire mode, the Line gun fires a beam (of increasing width when upgraded). Though it's incapable of firing at the same high rate as the Plasma Cutter and Pulse rifle, the Line gun compensates by having a higher damage base rate. Once upgraded, it can cut through several necromorphs' limbs with one shot!

Best of all, the Line gun's secondary fire mode is a timed mine. When detonated, the mines explode in a dazzling display of lasers that cut through anything nearby. Drop mines amidst a group of necromorphs and watch the parts fly.

### Upgrade Recommendations by Priority

1. Damage
2. Mine
3. Width
4. Reload
5. Capacity



## Pulse Rifle



The Pulse rifle is a military-grade assault rifle with a high rate of fire. It also has a high base capacity per clip, but it inflicts less damage per round. That means that each round inflicts less damage, but this is made up for by its ability to fire more rounds per second. It might take longer to cut through limbs, but you'll get more blast for your buck.

The rifle's secondary fire is a radial attack that fires in 360 degrees, inflicting damage on all enemies. The plasma rifle cannot match the damage rate of other weapons once upgraded, but it is still immensely useful against small enemies and swarms.

#### Upgrade Recommendations by Priority

1. Damage
2. Capacity
3. Reload



### flamethrower

**Primary fire**



**Secondary fire**



This hydrazine industrial torch can fry multiple enemies with a streaming blaze that extends several feet. Though it doesn't have the same long-distance range as other weapons, the Flamethrower is much more useful against small enemies and swarms in close quarters. Because it doesn't fire projectiles like other weapons, you cannot target specific enemy parts with it. However, you don't need to. Unleash the blaze on enemies and watch them explode as they get near.

The Flamethrower's secondary fire shoots a small concentrated burst of flame that resembles a projectile but is more like a small bomb than a weapons round.

#### Upgrade Recommendations by Priority

1. Damage
2. Duration
3. Capacity
4. Reload





# DEAD SPACE

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## Force Gun



Primary fire



Secondary fire

The Force gun is a short-range kinetic booster device. When fired, the Force gun shoots a burst of energy that acts like a blunt blow rather than a penetrating shot. The effect is that of smashing an enemy with a large powerful hammer rather than cutting through it with a bullet. Its short-range blast radius yet powerful impact blow makes the Force gun a valuable weapon for close-quarter combat. While the Force gun's primary fire won't blow many of the tougher enemies to pieces, it will knock them back and away, creating breathing room in tough situations.

Its secondary fire mode shoots a large, spherical projectile that bowls through enemies and then explodes with great force. Use the secondary rate of fire in conjunction with stasis blasts to slow small groups of enemies and blow them apart!

### Upgrade Recommendations by Priority

1. Damage
2. Speed
3. Reload
4. Capacity



## Ripper



Primary fire



Secondary fire

The Ripper is a remote industrial saw that can shred through nearly anything! Its rounds are actually small radial saw blades that shoot out and then spin

at a distance. After firing off a round, the blade will spin at a distance as if connected by a tether. You can then direct the blade by aiming your Ripper wherever you want it to go. Not only does the Ripper act as a shredder, but it can also act as a buffer between you and approaching necromorphs while in close quarters.

Like the Flamethrower, the Ripper's primary fire is continuous, while its secondary fire is a one-shot burst. When fired, the secondary blast shoots out a single blade that can cut through several enemies at once.



#### Upgrade Recommendations by Priority

1. Damage
2. Duration
3. Reload
4. Capacity

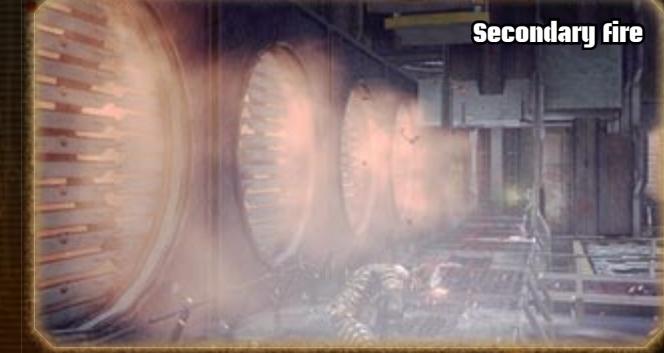


### Contact Beam

#### Primary Fire



#### Secondary Fire



Like the Force gun, the Contact Beam is an energy projector. This weapon, however, deals heavy damage at the cost of speed (it has a charge period whenever fired).

Hold the Fire button until the weapon is fully charged, then release to blast nearby enemies with a devastating energy beam. Usually the beam is enough to completely obliterate some necromorphs.

Its secondary fire acts much like the plasma rifle's and unleashes a small radial attack. This one, though, is a ground-slam attack that knocks close-quarter enemies back and away.



#### Upgrade Recommendations by Priority

1. Damage
2. Charge
3. Capacity
4. Reload



**Suit level Upgrades****Level 1****Level 2****Level 3****Level 4****Level 5**

After finding a schematic for a higher level suit, you can purchase that suit at the store kiosk. Each suit level upgrade increases your inventory slots (allowing you to carry more ammunition and other helpful items) and armor points (allowing you to take more damage before you're incapacitated).

**Ammunition**

Each weapon requires a different type of ammunition round. Whenever you switch equipped weapons, switch your ammo packs accordingly. You don't want to carry plasma rounds in your inventory when you've put your

**Tine Gun****Force Gun****Flamethrower**

Plasma Cutter in the store kiosk safe! As you dispatch enemies, the fallen foes will often drop ammunition based on which weapons you have equipped. So while you will get ammunition for your currently equipped weapons, you don't want to clog up your inventory with ammo from a weapon that is in your safe.

**Refill Packs**

Med packs come in small, medium, and large sizes, and fill one, two, and three health bar slots, respectively. Always keep at least one pack of each size in your inventory. Similarly, there are small, medium, and large sized air tanks to refill your oxygen tank.

Stasis packs come in only one size and will refill your stasis module to 100 percent, so only use them when you are out, or nearly out of stasis to avoid wasting them.

**Med—Small****Med—Medium****Med—Large****Stasis****Air—Small****Air—Medium****Air—Large**

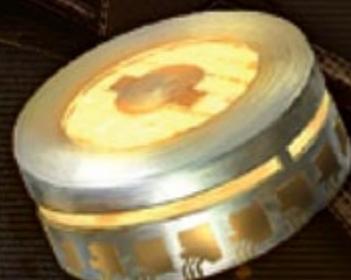
## Power Nodes

Use power nodes at upgrade benches to increase your equipment's efficiency. By applying a power node to an empty slot while in the upgrade bench, you will increase your equipment's performance. However, performance will only increase if the power node is applied to a slot that is marked by one of the equipment's performance categories. If the power node is applied to an empty slot, it will only serve to bridge other slots and extend the upgrade capacity to other performance slots. There are long and short paths through the upgrade screen. If you commit a power node to a slot, you can't remove it, so think about your choices carefully. In order to upgrade a weapon's damage ability, you must frequently use multiple power nodes to reach the desired damage slot. You can also use power nodes to open some locked doors. Keep at least one power node in your inventory at all times for this purpose.



TIP

You can purchase an infinite amount of power nodes at the store kiosk. Sell your surplus refill packs and useless ammo to acquire more power nodes and upgrade your gear!



Power Node

## Credits, Schematics, and Semiconductors

Credits are scattered everywhere across the *Ishimura*. They are the currency used to purchase things at the store kiosk.

After acquiring schematics for particular items, download them at the store kiosks to make them available for purchase. You can find schematics for Med packs, ammunition, new suits, and weapons.

Semiconductors are valuable computer pieces that can be sold at the store kiosk for credits. There are three types of semiconductors—gold, ruby, and diamond. They can be sold for the following amount of credits:

**Gold: 3,000**

**Ruby: 10,000**

**Diamond: 25,000**



Credits



Semiconductor



Schematic



# MISSION 1: NEW ARRIVALS



## NOTE

The following walkthrough is based on the Medium difficulty setting.



### Mission Prep

- 1 Follow the security team
- 2 Open the hangar door
- 3 Activate the security console
- 4 Replace the damaged tram
- 5 Find the room key/find the data board
- 6 Insert the data board/call the tram
- 7 Return to the *Kellion* and press the button in the cockpit
- 8 Go to the medical deck

## NOTE

The items inside the lockers, green-light crates, and other small containers appear at random. Usually they contain precious ammo for weapons currently in your inventory. Some green-light crates might not contain anything at all, but when they do, the items can be the difference between life and death.

legend	
	Bench
	Schematic
	Oxygen
	Stasis Recharge
	Save
	Store



## CEC Mission ER529

**CEC MISSION ER529**  
**STATUS UPDATE:**  
*USG KELLION ON BOARD THE ALICE SYSTEM.*  
**PRIMARY MISSION ASSETS:**  
 ISAAC CLARKE - ENGINEERING AND SHIP SYSTEMS SPECIALIST  
 KENDRA DANIELS - COMPUTER SPECIALIST  
 ZACH HAMMOND - CHIEF SECURITY OFFICER  
**DIRECTIVE #1: LOCATE MARINE SYSTEM AND TERMINATE.**  
**DIRECTIVE #2: DISASSEMBLE AND REPAIR COMMUNICATIONS BLACKOUT.**  
**TIME TO CONTACT POINT: 3 MINUTES...**

In the dead of space, a small transport vessel, the USG *Kellion*, slowly drifts toward its destination, the USG *Ishimura*—a large planet-cracking ship that has suddenly fallen under a communications blackout. Its mission is to diagnose the cause of the blackout, then re-establish the communications systems. Little does the USG *Kellion*'s crew know that they're in for far more than just another mission. Something has gone wrong on the *Ishimura*. Something that can only happen in dead space...



As they approach, the *Kellion*'s crew (consisting of engineering and ship system specialist Isaac Clarke, computer specialist Kendra Daniels, chief security officer Zach Hammond, and two pilots) can see the USG *Ishimura* silhouetted against a bright star in the distance. Suddenly the *Kellion* is hit by a rogue piece of debris.



The ship's autodocking procedure is interrupted, and they go into a wild, uncontrollable high-speed approach toward the *Ishimura*. Isaac Clarke's hope of reuniting with his love, Nicole, is set aside as survival becomes the crew's only thought. At just the last minute, the pilots manage to crash-land the *Kellion* inside the *Ishimura*.

## Out of the Frying Pan...



As Isaac Clarke, get up and familiarize yourself with your RIG body suit—bring up the map to see a small schematic of the ship. Amble into the *Kellion*'s rear left room and grab the medical supplies on the ground. Exit the

crashed ship and follow the rest of the team into the *Ishimura*. Turn right at the exit and enter the small chamber at the walkway's end.

Open the hatch and follow Kendra and Zach into the waiting room. After you enter, claim the two items in the cubbies on the left.



Near the waiting room's far left corner is a small console with a camera icon on it. This is a save point; save your progress here before proceeding.



The communications blackout has knocked out the power to the elevator, leaving you and your crew stranded in the waiting room. To make matters worse, the security detail is gone, leaving the crew of the *Kellion* all alone. Go through the door on the save point's right and follow the long L-shaped hall to the computer console.

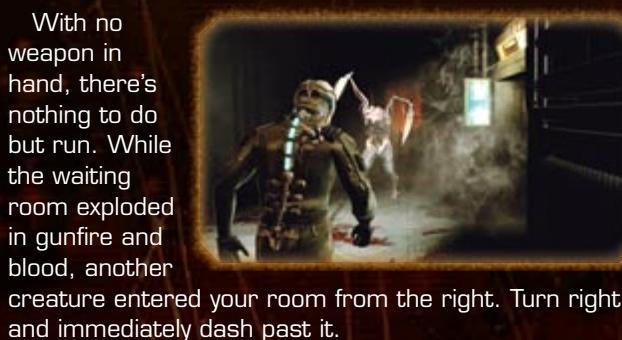


Log into the computer to help reroute power to the elevator. When you do, the lights go out and the emergency alarm system activates. The door through which you entered the L-shaped hall locks, and the waiting room on the other



side of the viewing glass goes pitch-black.

The alarm system light spins around, occasionally granting you short frightening glimpses of the waiting room interior. You see one of the pilots skewered by a tall gruesome creature. Hammond's and the guards' guns light up the room as they open fire on the monster, but it's too late. The monster retreats as Kendra and Hammond run into a nearby passageway.



With no weapon in hand, there's nothing to do but run. While the waiting room exploded in gunfire and blood, another creature entered your room from the right. Turn right and immediately dash past it.



Turn right into the hall from which the creature came and sprint down the hall. Follow the winding passage as it wends away from the waiting room. As you do, another monster drops in behind you. Ignore it and continue running down the hall until you reach the elevator at the end. Storm into it and immediately press the button to close the doors behind you.

As you do, another creature runs at full speed toward the elevator, but the doors close and you're safe. For now...

## Lower Level: Weapons, Refuge, and Corpses

Exit the elevator and scour the room ahead. On the rear left corner are two green-light crates. Lying in the far left corner is a corpse near a worktable. Approach the table and pick up the Plasma Cutter.



With your weapon in hand, open the two footlockers to the table's right to find some more loot, then approach the locked door on the room's far right side. Target the locking mechanism with your Plasma Cutter and fire. This severs the locking mechanism's power cables and the door unlocks.



### NOTE

You can also use melee attacks to destroy locking mechanisms and conserve precious ammo.

# DEAD SPACE

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## TIP

Pay close attention to the note scribbled in blood above the worktable: "Cut off their limbs!" That is the only way to incapacitate the creatures.

## TIP

The audio log provides you a very useful bit of information. The creatures that seemingly appear from out of nowhere use the vents to get around the *Ishimura*. Pay close attention to the vents whenever you enter a room.



Open the door and bring your cutter up to the ready. As soon as the door slides open, fire on the creature on the other side. Enter the hall and follow it left to the next doorway.

Pick up the small medical pack on the door's other side, then carefully walk down the sloping walkway to the left. Pick up the credits near the fallen debris, and backtrack up the sloping hall and down again to the passage's opposite side. As you reach the bottom of the sloping hall, grab the audio log on the floor, then turn left.

Enter the tram control room to finally reach safety. As you do, Hammond and Kendra contact you over RIGlink. They've made it to safety, but if you're all going to survive, you must first fix the tram system. According to Kendra, the tram's data board is fried, and a broken tram is blocking the tunnel. They can't reach it from their present location, but you're in the tram control room and so must repair the tram system. Hammond promises to help you find Nicole if you do this.



Before leaving the tram control room, clean out all the unlocked lockers and record your progress at the save point.



Go through the door on the room's far left and enter the hall, which stretches left and right. Turn left, break the green-light crate down the hall, and take its contents. When you reach the corner, raise your cutter and aim at the

creature on the ground. Don't be fooled—it's not dead! It's undead. Aim at its limbs and open fire. When you do, the monster springs to its feet and charges at you. Keep firing at its legs until it drops, then finish it off.

Grab the plasma charges at the corner and whatever the creature may have dropped, then pick up the medium Med pack sitting next to the nearby save point. Make a left and walk to the next bend in the hall to find an audio log by the locked door leading to the maintenance bay. Pick it up, then backtrack to where you entered the hall. This time, take the hallway that led to the right and head to the next unlocked door.



Open the door and slowly go through, making sure you don't run into anything foul.



Exit the hall into a large wide-open area. On the left are a few credits; pick them up, before turning right and

going to the opposite end. Bust open the crate on the ground and take what's inside, then pick up the small stasis module nearby. Once you equip this, you can use it to slow down objects and enemies.

Target the rapidly opening and closing door nearby with your stasis module, and zap it to slow it down. Now that it's been slowed, run through the door to proceed.



**Note the stasis station to the right. You can use these stations to refill your stasis module instantly.**

## Tram Repair 101



Saunter left up the ramp and grab the stasis pack. Turn right into the next area to find another save point. Save your



progress, then make a right down the hall. The door at the end is locked, but sitting right in front of it are a few more credits. Grab them, then turn around and head toward the save point. Just before reaching it, however, duck into the restroom on the right to find a small Med pack and plasma energy for your cutter.

Exit the restroom, turn right past the save point, and make one more right into another dead end with a locked door. Break the crate on the floor to find another useful item, then backtrack out of the dead end and make a right, toward the unlocked door at the hall's end.



You've just entered the tram repair room. Make a right and open the wall storage panel to find a power node.

# DEAD SPACE

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Turn around and use the blue panel console to activate the first claw. The claw extends from the wall and reaches out toward the stuck tram. Once the claw is in place, all seven lights on its arm will flash and glow yellow.



Walk across the catwalk along the room's far right end. As you cross, stop at the stasis recharge station to refill your stasis module. While you do, a monster creeps out of a vent on the room's far end and begins to shamble toward you. Cut it down, then blast it to bits while it's writhing on the ground. Once its down, open the wall container to find more loot and pick up the items strewn across the metal-grating floor.



Don't let your guard down, though! Another creature leaps out from a vent behind you as you pick up your loot. Turn around quickly and hit it with your stasis ability to slow it down. Open fire on it as it slowly moves toward you and separate the monster from its limbs.

## TIP



If you're running low on ammo or just want to conserve it, you can take out a monster's legs, slow it down with stasis, then stomp on it to finish it off.



After decimating all the invading mutants, turn your attention to the other claw-control console. Activate it. The arm will grab the tram and immediately let go. Activate the arm a second time, but immediately aim at the

**TIP**

**Survival is the name of the game. You don't have to kill everything in sight. Sometimes you might not have enough ammo or you might be outnumbered. If it looks like you might fight a losing battle, RUN!**

**NOTE**

**Look up as you exit the tram repair room to glimpse another nasty creature. Don't worry, though; it can't hurt you...yet.**



With the coast clear, grab whatever items the monster may have dropped, then refill your stasis module before going through the door on the area's far left side.



Follow the ramp left, then turn right into the hallway with the suitcases strewn about. Pass up the hall leading to the tram control room, and follow the long passage to its end. As you do, Kendra Daniels contacts you via RIGlink and says she unlocked the previously locked door to the maintenance bay. Go in, activate the elevator, and ride it down to the maintenance bay. While you're in the elevator, Kendra informs you that the storage room in the maintenance bay is locked. In order to get the data board, you must first find the storage room key.



Backtrack out of the tram repair station, down the long ramp, and return to the malfunctioning door. Slow it down

one more time with a stasis shot and go through as it slowly opens and closes. Turn left to refill your stasis module, then turn right with your cutter raised high.

Slowly walk right across the open area and train your cutter's reticles on the metal grates on the floor ahead. Creep forward until two nasties pop out of the grates, and zap them with a stasis shot to slow them down. Target the humanoid creature's legs and slice them off, then turn on the crawling creature and remove its arms. Don't bother beheading them; they'll just keep on coming.



Exit the elevator into the maintenance bay and crush the green-light crate on the floor to find something useful. As you do, a creature will rush you from the left catwalk. Turn on it and open fire! Aim low to take out its legs before it reaches you, then finish it off before another monster attacks you from behind and to the right.

# DEAD SPACE

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## NOTE

Enemies will use vents to travel from one floor to another. If you leave a monster alive downstairs, it can find its way to you upstairs, and vice versa.



Carefully edge toward the walkway on the right and aim at the small red explosive canister on the floor. Wait for another beast to

creep out of the vent ahead, then fire at the canister to blow it and the monster to bloody ribbons.

Hold position where the canister was and wait for the next creep to amble toward you. Fire clean shots at it and chop it down before it can reach you. Wait for one more monster to crawl out of the nearby vents and shred it as it crawls out. Once you've killed it, the coast is clear.



The maintenance bay walkways are long and semi-rectangular. The entrance elevator is at the bottom left corner; the storage room is at the far left corner, and the elevator to the higher level is in the far right corner. Survey



the area and pick up everything the monsters dropped, then enter the elevator at the far right corner of the bay walkways.

Exit the elevator onto the second-level catwalks and open the wall container on the left. Bust open the crate on the right and take what's inside, then slowly approach the "fallen" monster on the catwalk directly in front of the elevator exit. Blast the monster while it plays possum and tear it apart with your cutter. If it springs to its mutated feet before you can destroy it, hit it with stasis to slow it down, then cut it to pieces.



Head to the walkway's end with your weapon raised and approach the storage room key on the ground. Before you can reach it, another creature explodes out of the vent on the left. Turn your cutter on it and dice it up!

Pick up the text log and key from the floor, then backtrack to the elevator.

As you approach it, another encroaching enemy will appear. Open fire and take it down quickly before returning to the lower level. As



you ride the elevator, raise your Plasma Cutter and prepare to fire.



When the doors open, another beast will be nearly on top of you. Open fire quickly and accurately to blast the creature back and down to the ground. Luckily that is the only creature on the lower level for now. Exit the elevator, go right, and take the walkway up to the locked storage room. Use the key to open the door and step inside.



Grab the replacement data board from the table on the left, and open the storage bin on the room's far right corner.



Take the power node, open the storage locker on the right wall, and use the upgrade bench to upgrade your equipment before exiting the room.



You can upgrade whatever current equipment you have—in this case your stasis module, RIG, and Plasma Cutter; use at least one power node to increase your Plasma Cutter's damage. It is your most useful weapon and should always be a part of your arsenal, even if it's not always equipped.



Round the corner as you backtrack out of the maintenance bay, and slowly approach the exit elevator. When you do, a third and final abomination will get up and attack. Blast it back down, and rush past it into the elevator. Ride the lift back to the long hallway.



Exit the storage room with your weapon at the ready and fire on the ambling monstrosity on the right as it rounds the walkway toward you. Head toward it as you fire, because a second monster will try to sneak up on you from behind. After felling the first monster, turn around quickly and open fire on the other before it reaches you.

Exit the elevator and carefully approach the first corner in the hall. A creature will come barreling down on you, so raise your cutter and decimate him before he can reach you. If he reaches you before you can kill him, slow him down, back away, and open fire from a safe distance.

Save your progress at the hall's center, then continue backtracking to the tram control room. Replace the data board in the tram control room, then use the second console to call the tram back. When it arrives, Kendra and Hammond take the tram to the bridge, leaving you to prep the *Kellion* for launch.

**Stranded!**

With Hammond and Kendra safely on the tram, focus on your escape strategy. Exit the tram control room via the door at the room's far right corner and begin trekking back to the crashed *Kellion*.

Carefully re-navigate the empty hallways with your Plasma Cutter raised high.

When you reach the room where you acquired the cutter, hop on the lift and take it back to the top level. Follow the hallways toward the waiting room until you encounter another monster. Don't fire on it! Let it crawl back into the vent while you slowly approach the open vent.



At the corner, turn right and wait for the creature to re-emerge farther down the hall from a ceiling

vent shaft. When it drops, open fire as you approach and cut it down. As soon as it's down, do a 180 and destroy a second abomination that approaches from behind. Take whatever items the creatures drop and continue backtracking to the *Kellion*.

As you enter the waiting room, Hammond contacts you from the bridge of the *Ishimura*. He reports that there are no survivors on the bridge, though he's still going to get the command computer. While in the waiting room, open the green-light crates lying around and record your progress.

Exit the waiting room and backtrack to the *Kellion*. Decimate the crawling creature as you go and enter the *Kellion*.



Enter the *Kellion* bridge and load the computer protocols. When you do, one of those nasties streaks across the ship's hull. Something is wrong. A series of explosions around you creates a blinding light. Sprint out of the ship immediately!



Just as you do, the *Kellion* blows up and sends you flying to the floor. The ship goes down in a dazzling display, but you're safely on the walkway leading back to the waiting room. Unfortunately, you're not alone.

Several more creatures come ambling from the waiting room, cutting you off from *Ishimura*'s entrance. Lock on to the nearest enemy and cut him down. Then target the enemies in the distance and slow them with your stasis ability. While they're slowed, open fire and destroy them before they regain normal speed.



Return to the waiting room and go through the hatch on the room's left side. As you walk down the hall, open the two footlockers on the left and duck into the restroom on the right to find more loot.



Take the elevator at the hall's end to the tram station, get on the tram, and activate it to head to the medical bay.



After you clear the area, Kendra and Hammond contact you via RIGlink. They're in a panic—the *Kellion* was the only exit from the *Ishimura* and now it's destroyed. The only way to proceed is to find the deceased captain's RIG and get his access codes; with them, maybe Hammond and Kendra can access the *Ishimura*'s main computer and find a way out.

Hammond sends the tram back to your location so that you can take it to the medical bay where the captain's body is. Before they can properly finish their communication, Kendra and Hammond are attacked by one of the creatures. The RIGlink goes dead...

### TIP



**Stop by the Store kiosk to store spare inventory, replenish ammo, or purchase power nodes to upgrade your gear. By now you should have enough credits to upgrade your RIG to Level 2.**

# MISSION 2: INTENSIVE CARE

## Mission Prep

- 1 Find the captain's RIG
- 2 Find the thermite
- 3 Find the shock pad
- 4 Destroy the barricade
- 5 Kill the captain
- 6 Go to engineering



### legend

	Bench		Schematic
	Oxygen		Stasis Recharge
	Save		Store





## In Search of the Captain



Surviving the crash into the *Ishimura* was one thing; now you've got to survive and must retrieve the captain's RIG to do it.

Exit the tram and slowly approach the doctor lying in a pool of blood.

Wait for her to hand you a kinesis module; use your new kinesis ability to remove the large crates blocking the hallway on the left.

**TIP**

**There is a small Med pack in the tram waiting room on the right. Pick it up before leaving the tram station.**



As you enter the room, Hammond contacts you. He's survived the attack but has lost contact with Kendra. Unfortunately, you can't worry about that now—you must continue with the original plan. If you're going to find Nicole and escape the *Ishimura*, you'll need the captain's access codes from his RIG.



The door leading to the morgue is blocked with debris, which you must move to proceed. Before setting out to find the necessary components to remove the debris, clean out the storage containers nearby and save your progress.

**TIP**

**By now you should have a hefty amount of credits in your pocket. Purchase the Line gun now; it'll come in handy real soon!**



Walk down the hall and pick up the Flamethrower schematic, then enter the room at the hall's end. As soon as you enter, go to the store kiosk on the right and download the schematic. You gain access to a new weapon and clear room in your inventory.



Leave the room via the door on the far left wall, just right of the save point, and equip your Line gun. Slowly creep down the hall and stop at the stasis refill station around the bend. Refill your stasis module, then slow the malfunctioning door behind you.



Enter the main lab, grab the items inside the small storage panel on the left wall, then turn right. Walk across the lab with your weapon ready. As you do, a creature bursts out of a vent along the right wall. Slice off its legs with your Line gun and stomp on it to finish it off.



With the first monster down, back yourself up against the far right corner to get a clear view of the room's left and right sides. Several more beasts burst out of the other vents in the room. Let them get a bit closer and cut them down from the safety of your corner.



Hold position in the corner until you've obliterated all the undead creatures that emerge from the vents.



With the top level clear of all threats, step onto the lift at the room's rear and ride down to the lower level.



As you ride the lift down, locate the crawling Slasher on the lower level and launch a mine from your Line gun. By the time you reach the lower level, the mine will explode and kill the monster before it reaches you.



The ship's systems have detected a foreign agent and issued a lockdown in the medical bay. When it does, rush

over to the stasis recharge station and refill your stasis module. Turn left and go into the small room. Grab all the items from the lockers and storage crates before exiting the room back into the main bay.

Walk out with your weapon raised and slowly approach the doorway in the area's far left corner. Blast the Slasher as it exits the room and go inside. Grab an audio log on the floor to the left and immediately turn around after entering the room's second chamber.



**NOTE**  
Whenever the computer initiates a lock-down of a particular area, the only way to remove the lock-down and proceed is to destroy all of the enemies in the immediate area.

# DEAD SPACE

PRIMA Official Game Guide

Another beast attempts to sneak up on you. Blast him with your weapon and cut him down. Hold your position as two faster creatures come into the room from where you entered. Blast them down too. If they move too fast for you, slow them with your stasis shot before blasting them to bits.



Go through the door on the left into the chamber, and raise your weapon. If the Lurker launches itself at you, rapidly press the onscreen prompt to shake it off.

Take some time to go into Kyne's office and use kinesis to move the book case and find a secret room. Next circle around the hall until you're back in the main room, and approach the elevator. Go through the now-unlocked door on the left and open all the lockers in the room. Take the items inside, then save your progress at the save point next to the bio lab door.



## CAUTION

Watch out for these speedy tentacled freaks! If you're not careful, they can be on top of you in a split second and quickly shred you.



Bust the container on the ground and pick up all the items scattered about; then take the lift in the room's corner up to the second level. Step off the lift and slowly creep toward the right wall. Train your weapon

across the room and target the Lurker that creeps out of the door on the far left. Slow it with a stasis shot and blast away as you approach. Don't run toward it; instead, creep slowly as you shoot.

When you reach the middle of the room, another creature tries to get the drop on you by exploding out of a glass enclosure on the room's right. Make short work of it with a quick blast from your Line gun to sever its tentacles with one shot.

**TIP**

**There is some ammo on the left of the glass cases to your left. Circle around the cases to find the ammo before you press on.**



Go through the door in the room's far corner and grab the thermite lying on the table in the room's center. Grab the other items lying on the ground, then open the storage container in the room's far right corner to find another power node.



Exit the room through the door on the far wall and emerge back in the main room. Backtrack out of here,

slowing the malfunctioning door as you go, and stop to refill your stasis module before rounding the corner on the left.

At the stasis refill station, creep toward the left corner in the hall and raise your weapon. Two more creatures amble toward you from around the corner. Blast the closest one to make it stumble back, then blast both of them with your stasis shot. Reload your weapon and cut them down before they can regain normal speed.



Exit the hall back into the main room where the blocked door is. You can't blow up the debris yet, so don't bother

trying. Instead, manage your inventory at the store kiosk, then go through the hatch to the store's left.

**TIP**

**Whenever the coast is clear and you're near a store, take a minute to manage your inventory. Move items to or from the safe, sell surplus items, or stock up on ammo. You never know when the next store will pop up.**

**One Down...**

As soon as you enter the hall, the lights go dark. Raise your weapon, preferably your Line gun, and light the way ahead. Follow the winding hall until you reach a bloodied corpse banging its head against the wall. Refill your stasis



module at the station on the right and trundle past the corpse as it falls to the ground.



The next room is large and high-ceilinged, with a big metal and glass cylinder on sliders at the center. Grab the text log near the left wall, just past the locked door, then use your kinesis module to slide the large cylinder from the room's left side to the right. This opens the path across the room.

**NOTE**

**Leapers will attack as soon as the cylinder is moved, so take a minute to upgrade your weapon and suit at the upgrade bench nearby.**

# DEAD SPACE

PRIMA Official Game Guide



## TIP

Use a power node to open the locked door on the room's left. Inside are several rounds of ammo, a gold semiconductor that you can sell for 3,000 credits, and a few Med packs. You can open it now and stock up, or wait until later when you come across the room again.



Cross the room and immediately turn left. Aim at the Leaper and fire on it before it can harm you. Sever its arms to kill it quickly.



A second Leaper is also sneaking around the room. Look for it high on the walls or behind you. With its speed, it can pounce on you and knock you to the ground before you know it. If you catch a glimpse of it, slow it immediately and cut it to pieces. If it pounces on you, shake it off by rapidly pressing the onscreen prompts, jump to your feet, and blast away at its arms.



Enter the room on the far left corner and wait for a creature to burst from the vent on the wall. Cut it down and grab all the items scattered around the room. Check the wall container to find a power node, and be sure to grab the schematic for pulse rounds from the room's corner.



Backtrack to the main room and use your kinetic ability to grab the small blue power cell lying on the ground. Maneuver the floating power cell into the small niche on the far wall to power the lift in the corner, then ride the lift to the second level.

## TIP



**As you ride the lift up, use your kinesis to grab the ammo sitting atop the small overhang on the right.**



Round the catwalk and follow it as it makes a U-turn around a wall. Once again, the walkway is separated by a gap. Grab the large metal slider and move it over to close the gap in the walkway, then cross.

At the walkway's end is a locked door and a save point. Record your progress, then blast the glowing red light next to the door to unlock it.



Atop the second level, a catwalk with a gap at the center stretches back across the room. Use your kinesis to

move the large cylinder toward the gap in the catwalk and walk across. On the other side, another Leaper waits for you on the wall. Greet the monster with a few blasts from your gun and bring it down!



Swing around and cut through another creature before it sneaks up on you.



Go through the door and enter a small L-shaped room. There are two doors here but only one is open. Go through and you'll find yourself in a part of the ship that has been obliterated, leaving only the grand vacuum of space. As soon as you step outside, your Oxygen meter activates. Follow the walkway, past the rubble and breached bulkheads, until you encounter a few rows of lockers. Open them to find a few items, including an oxygen canister, and continue to the next door and enter the zero-gravity therapy area.

# DEAD SPACE

PRIMA Official Game Guide



The large spherical room doesn't have a walkway leading to the door across the room. In order to cross it, you must do it in zero gravity. Activate the zero gravity after entering the room. Once everything is floating, aim your weapon at the wall just above the door across the room. Follow the onscreen prompt to launch yourself at the wall. When you hit it, your gravity boots will lock on to the wall, allowing you to walk on it.

Aim your weapon at the metal flooring just in front of the door below you and launch yourself at it.



**TIP**  
There are a few storage crates floating around. Use kinesis to bring them in and place them on the ground to open them.



Once on the platform, use kinesis to grab a nearby power cell and slip it into the niche on the door's right.

With the door unlocked, enter the small storage room and grab the shock pad from the table on the left. Clean out the lockers and storage bins in the room, then exit the room back into the zero-gravity environment.

This time, there are two Leapers floating around in the zero-gravity area. As one jumps towards you, sever its limbs with a few well-placed shots, then bound onto the wall just above the platform on the room's opposite side. Hop back down onto the exit platform, then leave the room the way you came.

**TIP**



**TIP**  
There are several explosive canisters floating around in the large room. If you're running low on ammo or just want to conserve ammo for a later fight, pull the canisters toward you with your kinesis, then fire them at foes as they approach.

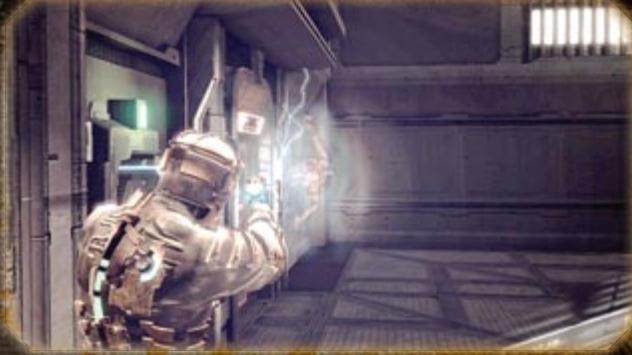


Backtrack through the room with breached bulkheads. As you do, a creature will be waiting around the corner. Don't waste time destroying the creature, as your oxygen will quickly run out. Instead, either slow the enemy with your stasis shot or blast it to the floor, then storm past it toward the exit door.

Immediately after exiting the demolished room and re-entering an air-filled room, another beast drops in from above. Back up a bit and blast it down quickly as the room re-pressurizes.



Continue trekking back toward the room with the barricaded door, passing over the walkway with the gap in it. Move the large sliding contraption into position to block the gaps, then get on the lift. When you do, turn right and fire on the monster that appears from the vent.



As you ride the lift back down, switch to your Line gun and fire a mine toward the Leapers below. Slow them as they get near the mine and wait for the mine to blow them up. If the mine doesn't kill them, fire a few rounds from your cutter while they're still slowed.



Exit the room and slowly round the hall's right corner. Several smaller swarm creatures will try to speed around the corner and spring on top of you. Slow them with stasis and either slice them up with your Line gun or stomp them into squishy bloody bits.

If any of the swarm creatures spring on you, shake them off as you would other enemies before they can do major damage. Even three or four of the pint-sized monsters can quickly deplete your health, so get them off quickly!

**Bombs Away**

Back in the main room, place the thermite bomb on the barricade and blow it up. Go through the now-open door leading toward the main clinic. Pick up the video log at the first turn in the hall and listen to Nicole's report. She calls for help, claiming the *Ishimura* was not equipped to handle the outbreak of attacks. The concern in her



voice borders on fright. Continue down the hall as the video log ends and enter the door at the end.



**After entering the room, you see a green-light crate on the left. Smash It and grab the loot before proceeding.**

Enter the *Ishimura* clinic and raise your weapon before moving deep into the room. Several Lurkers are crawling on the walls. Hold position and wait for the lights to flicker in the room so you can locate them.

Fire on them



from afar, but don't try to slow them unless they're close. With the flickering lighting and your target's small size, you'll probably waste your stasis power. Kill both Lurkers, then scour the area for green-light crates and other items scattered about the room.



Go into the small room across the clinic and take the contents of the two lockers on the right before going back to the main clinic room.



Search the bloodied niche on the clinic's far right to find a power cell; pick it up with your kinesis ability. Maneuver it toward the slot to the right of the locked door and slip it into position. Once in place, the power cell unlocks the door and the lights come on.

Equip your Line gun and go through the now-unlocked door. Carefully approach the corner ahead and wait for a monster to stumble around the bend. Let him get close, then chop him down at the legs. Fire a mine just behind him, followed by a stasis shot to slow him down.





By the time the Lurker sprints around the corner at you, the mine will detonate and blow the little pest to bits. If it gets past the mine, keep your Line gun ready to sever its tentacles and put it down.



Edge toward the corner, then drop another mine just at the bend. Slow the first beast that ambles toward you,

then rush out, hugging the left wall, until you can see a second creature crawling up from across the hall. Wait for it to near the mine, then slow it too. Once the mine detonates, both creatures will be destroyed.



**Use a power node to open the locked door in this hall. Inside you will find a ton of extra ammo and a schematic for line racks (Line gun ammo).**



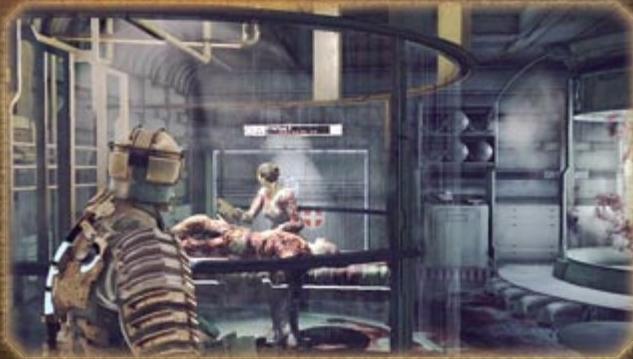
Go left around the corner and grab the audio log near the next doorway. Before entering the door, however, turn right and creep toward the hall's end. Just before reaching the metal grating on the floor, drop another mine between you and the grate and wait for a monster to crawl out. When it does, slow it with stasis, then immediately turn around and blast three freaks before they sneak up on you.



**Always watch your back as you do battle. Enemies will attempt to sneak up on you while you're fighting. If they catch you unaware, they'll grab you and slash at you wildly.**



Grab the text log and other items at the hall's end, then go back up the hall and enter the intensive care unit.

**Lost in the Madness**

As soon as you enter the long corridor leading to the morgue, the walls explode, sending shattered glass everywhere. There is something nasty up ahead. Grab the audio log on the right, then run down the hall until you reach the corner. Obliterate the Lurker near the corner. Take the elevator at the hall's end to the morgue.

In a glass room at the morgue's far end, a large winged beast ravages the captain's dead body! Take advantage while the beast is preoccupied and sprint to the area just right of the glass room. Grab the ammo on the ground before returning to the room's far left corner, safely away from the glass room.



Equip your Line gun and reload it with your sights set on the beast inside the glass.



Inside the ICU, you find a doctor operating on a corpse. She's behind a glass enclosure and continues hacking away at the dead body as if you're not even there. After a short while, she decides she's had enough and stops.

Leave the bloodied mess behind and grab the text log in the ICU's far corner. Turn right and stop at the save point to record your progress before entering the morgue.



When the Infector finishes with the captain, his body is transformed into a hulking creature. As soon as the captain is on his feet, launch a mine just in front of the glass. When the captain and the Infector begin to run at you, zap them with your stasis shot to slow them down.

Once slowed, aim low on the captain's legs and open fire with your Line gun. The combined damage from your Line gun and mine will instantly destroy both beasts.

Follow the corridors back toward the main room. Stop in the waiting room to blast through a lone monster lurking in the shadows, then continue retracing your steps to the main room. As you do, Hammond contacts you from the captain's nest with more information. He's found logs indicating that the creatures were released from inside the planet when the *Ishimura* cracked it. The monsters aren't a result of an infection—they're an alien life-form!

In addition to that, your problems have grown. The *Ishimura*'s engines are offline and your orbit is decaying. If you're to survive, your next stop is the engineering deck. Leave the room and return to the tram.



Grab the credits from the body bay on the left wall, then pick up the text log near the right wall. Retrieve the captain's RIG and sneak into the glass room through the busted window. Take the power node and other items in the room, then leave the morgue via the door on the far right corner.



# MISSION 3: COURSE CORRECTION



## Mission Prep

- 1** Refuel both engines
- 2** Engage the centrifuge clutch
- 3** Activate the centrifuge
- 4** Activate the engine sequence
- 5** Go to the bridge

## South Hunting Grounds



1b

1a

## North Hunting Grounds

legend	
	Bench
	Schematic
	Oxygen
	Stasis Recharge
	Save
	Store

Bathroom

Machine Shop

Control Center

Start

Tram Station

Start

End

4



# DEAD SPACE

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## Engines Offline...



After you arrive at the engineering deck, Hammond contacts you with your objectives. Several tons of mined materials are blocking the centrifuge, and the engines are empty. Before firing up the engine so that



Hammond can re-establish the ship's orbit, you must refuel the engines and bring the centrifuge online.

Open the small container on the left and take the ammo inside, then grab the loot from the wall container in the waiting area. Turn around and follow the long hall behind you to the control room.

Grab the audio log near the control room's main console. The panicking man sheds light on what the creatures might be! After a series of riots and mass panic struck the *Ishimura* and the planetside colony, the victims of violent deaths began to come back to life. They weren't themselves, of course, but murderous creatures returned from the dead.



### NOTE

**Immediately after entering, either use melee attacks or your weapons to dismember the corpse. That way, an Infector won't transform it.**

Open the wall containers and lockers in the control room, then save your progress at the save point nearby. Before moving on, manage your inventory and replenish your health and stasis modules.



Once you're locked and loaded, go through the door to the save point's right. Follow the walkway to the lower

level. Stop before you step on the creature lying on the floor. Aim at the creature playing possum, and fire at it with your weapon. When it stands up, slow it down to keep it from pouncing on you, and finish it off quickly.

Sneak into the room on the left, at the base of the walkway, and open the lockers inside. Grab the flame fuel schematic and audio log on the right, and backtrack up the walkway into the control room. Input the schematic into



the store to make room in your inventory, then go back through the door and down to the lower level.

This time, turn right before entering the small room, and follow the winding walkway. Grab the text log on the right, just before stopping at the upgrade station to upgrade your equipment.

**TIP**

If you haven't already done so, upgrade your Line gun's damage ability or your RIG's air capacity.



Use kinesis to pull the ammo off the shelf on the right, then enter the next room. Make a right and open the small wall container to get some emergency supplies. Turn left, grab the credits on the ground, and turn right; crush



the storage crate lying on the small ledge. Take its contents and follow the walkway back toward the gondola loading platform. Blast past the creature in your way, then edge left to the gondola platform.

Turn left, open the emergency supplies container on the left, and follow the walkway up to the gondola control console. Before activating the gondola console, get rid of the monster and spawn creatures on the left. Slow them all with a stasis shot, and slice them up with your Line gun.

**TIP**

**There Is a small Med pack just atop the incline. Grab It now If you're low on health, or leave It for later. You'll be coming back in this direction soon.**



Turn back around and use kinesis to lower the switch on the control console.



Walk back down to the gondola loading station and use kinesis to pull the gondola over. Hop onto the gondola and start riding it across the chasm. As you go, equip your Line gun and aim across the chasm. Several of those alien creatures wait for you on the



other side. Aim at their feet and fire off a mine. By the time your gondola reaches the chasm's other side, the mine will explode and take the creatures along with it. If any of them manage to survive, finish them off with your Line gun.

Pick up all the dropped items, then crush the container on the left to find more useful equipment. Follow the walkway around, opening emergency containers and picking up items from the ground as you go. Grab



the audio log on the ground, then sneak into the small niche on the right. Open the wall container and take the power node before exiting the niche. Go up the small walkway on the right with your weapon held high.

# DEAD SPACE

PRIMA Official Game Guide

As you walk up the ramp, you glimpse a monster leaping into the vent ahead. Let it go and conserve your ammo. Creep to the walkway's end, grab the item from the wall container, then take the stasis pack from the shelf on the right, just inside the niche.

Follow the catwalk around the corner and save your progress at the save point. Pick up the Ripper schematic at the ledge's end, and activate the second control console with your kinesis ability.



Leave the second control console with your weapon ready. A small Lurker is moving about. When it appears, zap it with a stasis shot, then sever its tentacles with a few quick blasts from your gun.



Sprint back to the gondola and hop on. Ride it back across the chasm and follow the walkway up and to the right. If you haven't already picked up the Med pack, grab it now, then enter the door labeled "Control Room."

As you re-enter the control room, an Infector tears into the dead body at the main console. Circle around the long walkway and bust open the green crate near the locked door. Turn around and trundle back to the door leading into the main control room.

## fueled and Nowhere to Go



As soon as you enter the control room, an Infector springs in for the attack. Cut it with your Line gun, then slowly back away from the main console. Slow it down with a stasis shot and drop a mine just in front of it.

Download your schematics into the store kiosk nearby, and purchase ammo or new weapons.

### TIP

If you didn't remove the corpse after first entering the room, use stasis on the Infector while it's transforming the corpse and destroy it before it finishes.

### TIP

If you haven't already purchased extra weapons, now is a good time. Purchase the Flamethrower and Pulse rifle. Both can dish out major damage.

Take the elevator in the control room's far right. Exit the elevator and follow the hall toward the next room. Stop to empty the lockers in the hall, and enter the second section. Empty the remaining lockers and use the upgrade station to improve your equipment.



Through the metal bars, you can see two aliens ambling toward the door on the chamber's other side. Just before they reach the door, they leap into the air and into the vents. Suddenly the room goes completely black. Raise your weapon high to light the room and locate the invading creatures.



The first drops near the exit door. Target and hit him with your stasis shot, followed by a volley of blasts from your weapon. Back up against a corner, reload, and wait for the other creatures to drop in from above. Down them quickly with your weapon. Watch the walls for Leapers—they scurry about from wall to wall, so keep your weapon moving to shed some light.

**CAUTION**

**The enemies attack from all angles. If you don't keep your back to the wall, you risk being surprised from behind.**



After destroying all the invading enemies, the lights begin to flicker and slowly shed light on the decontamination room. Exit the room via the door on the far left. Turn right in the hall. Empty the locker at the hall's end, then go through the next door on the right.

**TIP**

**In the next hall, turn left and walk to the passage's end. Grab the credits on the floor and open the wall container to find another power node before turning around and heading in the opposite direction.**

# DEAD SPACE

PRIMA Official Game Guide



Follow the corridor around, past a large hole in the wall, and stop at the second turn. Grab the gold semiconductor lying in the second hole, and pick up the ammo nearby. Continue to the corridor's end and go through the next hatch. Save your progress at the save point and grab the air canister on the floor.



The next room is the centrifuge chamber. The gravity panels in the chamber have been deactivated, so maneuver around the room as you would in the zero-gravity chamber. First locate the Leapers floating nearby and fry them with the Flamethrower.



Open the small container on the wall to your left, then launch yourself down to the lower level.



On the ground are two large rotors spinning in place. Slow the first rotor with a stasis shot, then move it into position in the room's center so it locks into the centrifuge motor. With it in place, do the same to the other rotor. When both rotors are in place, jump up to the centrifuge control station on the upper-level catwalk and activate the large machine.

When you do, another Leaper comes flying at you as the gravity panels come online. Turn left and scorch it immediately!



The centrifuge comes online, the gravity kicks in, and the air is sucked out of the room. Refill your

stasis module at the station to the control panel's left, and take the lift behind you to the lower level. While traveling down, switch to the Plasma Cutter.



## CAUTION

**Stop!** Don't rush out from the lift niche. The centrifuge is spinning at full speed. If you step out, the massive machine will smack you, killing you instantly.

Wait for the centrifuge to spin past you, then rush out into the walkway and dash right. Hug the right wall as you sprint, and duck into the next niche.



As soon as you step inside, a monster drops in from above. Use your



Plasma Cutter to blast it! The close-range shot should be more than enough to amputate its limbs. After it is dead, turn around and wait for the centrifuge to pass you once more.



Again, rush out and to the right. Hug the wall and duck into the next niche. Here, use the station on the wall to refill your

oxygen tank before reloading your weapon, ducking out, and rushing into the third niche on the right.

This time, however, a Leaper speeds into the niche just before you reach it. Don't turn around and don't slow down! The centrifuge is still spinning and will crush you if you stop. Speed into the alcove and demolish the creature with a few short blasts of your gun.



Finally, rush out one last time, after the centrifuge has spun past you, and storm into the final alcove. Ride the elevator in the alcove up to the next level and back to the chamber's exit. Stop at the save point and record your progress.



Upon exiting the corridor, a large tentacle speeds through the halls and grabs your feet!



The tentacle begins dragging you to some dark lair, so open fire! As it drags you, wait until it coils up to tug you deeper down the corridor. When it does, open fire on the large orange bulb about halfway down the



sinewy arm. Hit it several more times as it drags you away, and the orange bulb explodes, killing the tentacle and releasing you from its grasp.

## TIP

If you have your Flamethrower equipped, use it against the tentacle. It's a great weapon as long as you aim the flame at the yellow bulb.



Backtrack out of the hallways, through the decontamination chamber, and toward the tram station. Equip your Flamethrower again and bring it to the ready. When one of the monsters dashes around the corner, open fire and cook it!



*Can you hear me? It's Kendra... They attacked me earlier... and Hammond just... he*



While on the elevator, Kendra re-establishes contact with you via RIGlink. She's okay! She's barricaded

herself in the computer core, though she can still hear the monsters moving around outside. While in the computer core, she was able to hack the root computer and gather even more information on the events leading to the death of the planetside colony and Ishimura.

# DEAD SPACE

PRIMA Official Game Guide

She stumbles on something referred to only as "the Marker," which she suspects is the root of everything. In the meantime, she unlocks the door to the fuel storage room so that you can enter the engine chamber from there.



back out in dead space—that means a zero-gravity environment with no air. The room has been breached, and the section of the ship has been utterly destroyed. Use kinesis to pull in an air canister and storage crate floating nearby.

Above and to the left, just past the floating body, is part of a demolished catwalk. Launch yourself at it, then immediately look up and locate the circular entrance to the next chamber. There are several creatures floating around outside. Ignore them. They don't require oxygen, but you do. If you take too long fighting them, you risk dying from asphyxiation. Instead, jump toward the entrance's inside lip and enter quickly.



Stop in the main control room to save your progress and manage your inventory at the store kiosk. When you're ready, turn around and take the door leading to the fuel room. After passing through the second hatch, you're

on the room's upper level to find a text log, an audio log, and more supplies (including a power node), then back out and take the elevator down to the next level.



Search the rooms on this level and destroy the swarm crawling around near the second room. Shoot them first, then blast them to bloody bits.



**The alien flesh makes things sticky and hard to navigate. You won't be able to run while stepping on it.**



Finally, take the lift to the lowest level. There are two more rooms here, one of which is locked. Use a power node to

unlock it and grab credits, ammo, and Ripper blades schematic from inside. Search the second room for more items, and refill your stasis module. After taking all the loot, go back out to the main room and carefully approach the malfunctioning hatch doors.

Wait at the malfunctioning doors, but don't slow them down. Instead, let a Slasher appear and attempt to attack you. As he does, the doors slice him up! Once he's dead, slow the doors with stasis and go through.

Follow the catwalk to the end and save your progress before entering the fuel room. Reload all your weapons and equip your Line gun, then grab the explosive canister at the catwalk's base. Walk with it up to the fuel

room entrance and open the door. Slowly maneuver the canister inside the fuel room and wait for two big monsters to come ambling toward you.

When the creatures are close together, fire the canister at them and blow them up. Several more creatures will come out of the darkness when the first two fall. Slow the farthest creatures with stasis blasts, then shred the nearest enemies with your plasma rifle.



Turn left in the hall and grab the explosive canister on the ground. Aim it at the incline ahead and wait for more small spawn creatures to come crawling down. As they do, launch the canister at them and blow them all up. If any survive, use your Flamethrower to barbecue them as they scurry about.



Finally, when most creatures are dead, a large pregnant creature sprints out from behind the large control computer at the room's rear. Switch to your Flamethrower and let the fire flow! The enemy will burst open, and several of the little Leapers will come out. Keep burning them until they're all gone.

# DEAD SPACE

PRIMA Official Game Guide



## TIP



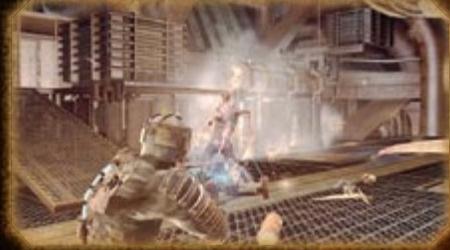
Once the coast is clear, take a few minutes to search the many nooks and crannies in the fuel room. There

are several storage crates and wall containers scattered about. Clean them all out and take everything you can carry. If you can't carry everything, at least snag the gold semiconductor and the power node.



After taking everything you can pocket, move a few of the explosive containers from the surrounding area into the main room, just in front of the computer.

With your pockets full, activate the large computer at the rear of the room and begin the ignition sequence. When you do, several more creatures appear. Switch to your Line gun and blast through them as they appear.



Take down the creatures closest to you, then slow the others before they can reach you. Once they are slowed, either target the canisters on the ground and blow them up, or use kinesis to throw them at the monsters like grenades.



...going to move through a debris field thrown up from the planetcrack.... We'll be ripped to pieces.

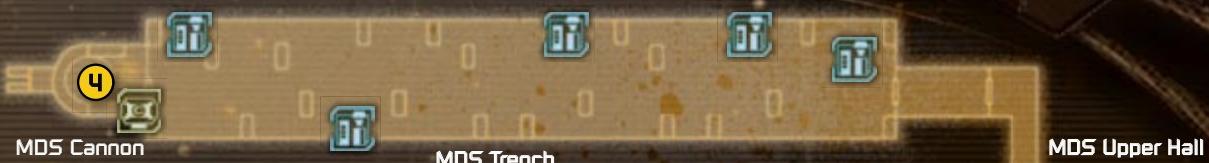
Leave the bloody mess behind you and backtrack out of the fuel room. As you go, Hammond contacts you with good news. The *Ishimura*'s orbit will begin to stabilize soon! Unfortunately, Kendra has some bad news—the ship's asteroid defense system is offline, which means you'll be ripped to shreds from the planetcrack's debris. Hammond calls you to the bridge to figure out how to restart the asteroid defense system.



Head back to the tram, destroying the creature waiting to ambush you, then hop on and take a ride to the bridge!



# MISSION 4: OBLITERATION IMMINENT



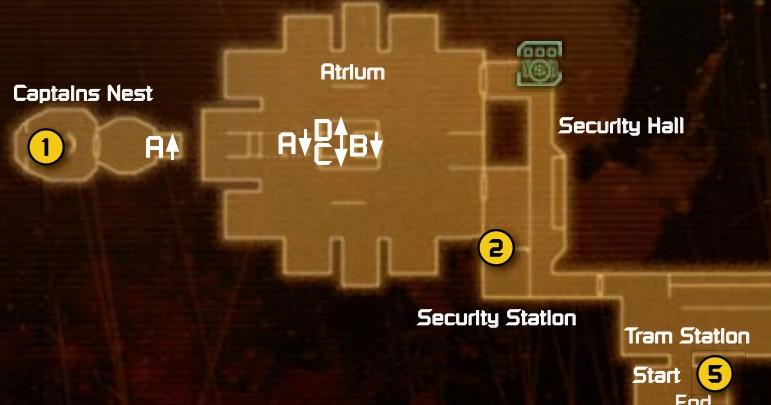
## Mining Administration

Legend	
	Bench
	Oxygen
	Save
	Schematic
	Stasis Recharge
	Store



## Mission Prep

- 1 Meet Hammond on the bridge
- 2 Activate elevators
- 3 Reroute power to the ADS system
- 4 Reroute power to the ADS System
- 5 Reroute power to the ADS System
- 6 Destroy the asteroids
- 7 Go to the tram station





## Reunited

Upon your arrival at your destination, Hammond contacts you through RIGlink. Kendra's fears were correct. The ADS System is offline and the *Ishimura* is defenseless. At the moment, however, Kendra is more concerned with this mysterious "Marker." She believes that Hammond knew about the Marker before arriving on the *Ishimura*.

Hammond denies any foreknowledge about the artifact and calls you to the bridge. Collect all the items inside the storage bins in the tram station, then enter the corridor on the left. Slow down as you approach the dead body in the hall. Grab the ammo after a Brute smashes through the windows on the left.

### NOTE

**Remember the store kiosk location at the turn in this hall; it is the only one you'll encounter during this mission.**



Just as you enter the main atrium at the hall's end, an asteroid breaches the ship's hull and explodes a few yards ahead.



Scour the atrium before heading to the bridge. Open all the footlockers near the computer stations, then grab the audio log near the far right corner, near the asteroid crater. The audio log is of a frantic man calling

for security backup shortly after an alien entity boarded the *Ishimura*.

Go down the steps at the deck's far end and save your progress at the save station. Hop on the lift at the base of the steps, and ride it down to the bridge entrance. Grab the Suit Level 3 schematic on the ground, then enter the bridge.

On the bridge, open the three containers on the ground while Hammond claims that he didn't know about the Marker and that Kendra is overreacting. That may be the case, but for now the ADS System is of prime importance.



Hammond can repair the ADS boards from the bridge, but the main power is shot. You must reroute the power manually at three different junction boxes. In order to reach them, however, you must first activate the elevator system on the main atrium. Just before leaving the bridge to complete your mission, Hammond warns you of something really big prowling the ship.

**NOTE**

**Look to the escape pods on the right as you exit the bridge.**

**Behemoth Battles**

Exit the bridge back out to the atrium, and slowly approach the large hatch door on the far wall. As you near it, you hear a loud pounding noise. Upon closer inspection, you can see the door begin to dent and splinter.

Suddenly, the hatch breaks open and a Brute bursts out!

The Brute is surprisingly fast, so zap it with a stasis shot and immediately get some distance from it. Sprint away from the overgrown beast and circle around it. The creature's soft spot is on its back. Equip your Line gun and unload on the creature's back while it is slowed down. When it regains normal speed, drop a mine just behind it, then slow it back down. If you're low on stasis power, hit it with a few rounds of your weapon to make it stagger back or stay in place.

When the mine explodes, it deals major damage to the Brute's weak spot. If it covers itself in a protective shell, circle around its back and blast it a few more times to finish it off. Grab the credits the Brute drops, then enter the breached hatch the monster came through.



As you enter the hall, the monitors on the wall come alive. It's Nicole! She calls out to you to "make us whole again," and then the screens go blank once more.



Empty the lockers and containers in the room at the hall's end, then activate the elevators at the console just outside the room.



# DEAD SPACE

PRIMA Official Game Guide

## TIP



You'll encounter different enemies in this mission, many of which are as strong as the Brute. Take a minute to

upgrade your Plasma Cutter or Line gun at the station in the small room.

Leave the hall and make a beeline for the elevator at the atrium's center. Step inside and pick up the video log in the corner. It is of the captain's death—or, rather, his murder. By the time it's done playing, you reach the lower level. Step out of the elevator and open the crates and containers in the first room.



Go through the door labeled "Ship's Systems" and turn left. Pick up the Contact Beam schematic at the turn in the corridor, then loot the storage room at the corner. Before approaching the locker and stasis refill station at the storage room's other end, aim at the creature playing dead on the ground. Wake it up with a few bursts of your weapon, then put it down for good.

## TIP

You've now got two schematics in your inventory. If you need the room in the inventory, take the elevator back down to the store kiosk and download them before returning to the hall.



Clean out the room, then exit back to the main hall. Follow it to its end, and enter the ship's system room. As you

approach the door, Kendra contacts you with troubling news. The gravity plating ahead is malfunctioning, so avoid stepping on plating with any kind of distortion effect coming from the floor. In the ship's system room, a Lurker quickly learns this lesson as it scurries toward you and is sent flying into the ceiling to its death.

Hug the right wall and carefully walk past the first broken gravity plate. A creature ambles out from around the corner. Aim at its legs and cut it down. Let it crawl toward you a bit before opening fire again and chopping off its arms.



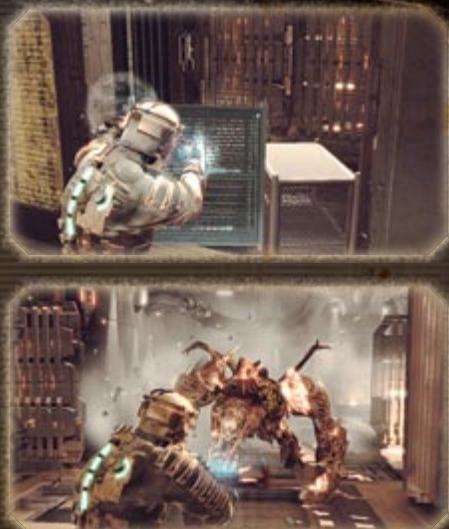
Hold your position at the corner, after passing the first malfunctioning plate, and aim down the passage on the left. Several Lurkers scurry toward you. Wait for them to hop on the walls, then open fire with your cutter!



Round the corner, carefully sidestepping the broken gravity plates as you go, then turn right into the far corridor. Take out your Plasma Cutter and open fire on the next two Lurkers before they pounce and tear into you.

Follow the corridor to its end, refill your stasis, and use your kinesis ability to remove the tables blocking the entrance into the ship's systems room. The room is a maze of partitions, so hug the right wall and creep around the

first partition. Equip your Line gun and reload so you have a fresh rack. Wait for a Brute to barrel through the barricades at you. Blast it back with a line-gun shot, then slow it down with a stasis shot.



Walk to the room's far end and stand clear of the loose electrical wires. Hit them with a stasis shot to slow them

down, then sprint past them to the control console in the far right corner. Use the console to reroute the first ADS power system, then grab the medium Med pack before exiting the room and returning to the main hall.

Carefully backtrack through the halls with the malfunctioning gravity panels toward the elevator. Back in the

hall, two more creatures wait for you to return. Equip your plasma rifle, and round the corner right with your weapon held high, ready to fire. Turn the corner and open fire, aiming low to blast both creeps' legs. Either finish them off or sprint past them, then return to the elevator.



Drop a mine just behind it, and circle around a partition that is still standing. Once the mine blows up, circle out from behind the partition, and blast the beast again. Hit it with stasis shot once more, and circle behind it to finish it off. If your stasis module is running low, refill it at the station just outside the room.



**Don't leave without picking up the power node the Brute dropped.**



## Power Issues



Take the elevator back down to the atrium, and sweep around back toward the save point near the bridge. As you go, blast past the Leapers. They're fast and they're furious, so stay on your feet and keep your eyes open! If they flank you and take you to the ground, kick them off quickly.

Use your stasis ability to slow them down and keep them from pouncing on you. Pick them off one by one, until the atrium is clear. Save your progress at the save station near the bridge, then return to the atrium.



This time, take the other elevator down to the lower level. On the way down, Kendra contacts you with more information. The med-sci reports reveal that the creatures are actually bio-recombinators (necromorphs). They take dead tissue and mold it into new forms. One iteration of the creatures has the sole purpose of infecting corpses while the others make dead bodies to infect.



Exit the elevator and open all the crates and bins in the first room. Step into the next passageway



and sprint down the hall. As you do, a weakened bulkhead gives way and the passage explodes. The air is sucked out of the hall, and your oxygen tank kicks in. Run into the storage room at the corner in the hall and wait for the door to close behind you. When it does, the room re-pressurizes, and your oxygen tank refills. Clean out the storage room, and use the upgrade station to augment your RIG's oxygen tank.

Leave the room and make a right in the hall. Sprint to the next door and step inside. As you enter, you spy a bio-recombinator dragging away a body to feast on. Conserve your ammo and let it have its feast. While it does, creep forward to draw out the other bio-recombinating creeps and open fire. Once the monster is done transforming the dead body into another necromorph, slow it down, then fire and bring it down before it becomes a threat.



Carefully navigate past the busted gravity panels toward the room's rear. Destroy the Lurkers there, then activate the ADS power system.



Turn around and trek around the panels, toward the elevator. While you were activating the power system, more necromorphs snuck into the room behind you. Walk around the gravity pads with your gun trained on the enemies ahead, and open fire from afar.



Activate the final ADS power system nearby. When you do, Hammond contacts you and says the autotargeting systems are still down. You can fire, but without a targeting system, the asteroids will still blast through the ship's hull.



**TIP**  
There are three ancillary rooms in this area—two are unlocked—with plenty of ammo, credits, and other useful

Items. Use the power node to unlock the third room and take the gold semiconductor, credits, and other items before leaving this area.



Take the elevator up to the third level and collect the Force gun schematic near the elevator exit. Grab the other items in the room, then enter the next hall and save your progress at the save station. Equip your Line gun



and slowly creep around the corner with your weapon ready to fire. Target the Pregnant recombinator, blast it with a stasis shot, and then blast the other necromorph that appears from the far right.

Back away from the corner and drop a mine at the large bio-recombinator's feet. Let the mine explode, then creep back up toward the fallen necromorphs and finish them off.



Go into the passage on the left of the ADS computer. Sneak into the room on the right and stock up on ammo and credits, then continue down the hall to the next elevator. In order to reach the ADS targeting



systems, you must first cross the exterior of the ship! Take the lift up to the next level and grab the air canister near the exit hatch.



Exit through the double-hatch passage and rush out into the ship's exterior. Quickly head toward the freestanding structures nearby and take cover before a brief shower of asteroids pelts the ship's surface.

# DEAD SPACE

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Wait until the asteroid shower passes, then rush out and sprint to the next structure for cover.



## TIP



**Watch for the area just above the ship to exhibit signs of an approaching asteroid shower. Short spurts of white clouds mark the beginning of a shower, so take cover quickly!**

**You can also take advantage of the zero-gravity environment and launch yourself from cover to cover. Bounce between the walls lining the long exterior corridor until you reach the other side of the passage. Some of the cover spots lining the side walls even have refill stations for your oxygen tanks!**



Dash across the long chasm and get back inside the ship. Grab the ruby semiconductor on the floor to the left, then man the asteroid defense turret in the room.



The hull integrity is at 85 percent. If it drops to zero, you'll be destroyed. Hold off the asteroids as they approach the ship while Hammond attempts to bring the autotargeting system back online. Blast the asteroids until Hammond restores the autotargeting system and tells you to meet him back at the tram station.



## CAUTION

**There are some large asteroids that, when shot, will break into multiple pieces that can still damage the ship.**



With the ADS system back up and running, you can safely traverse the long exterior corridor back to the other side of the *Ishimura*. This time there are a few necromorphs lying in wait. Don't bother killing them; instead, launch yourself from wall to wall and float past them.



Just as you're heading back toward the tram to rendezvous with Hammond, Kendra contacts you

with more bad news. The oxygen levels are failing, and something is poisoning the ship's life-support systems. The deck is slowly filling up with poison! Luckily she's been able to come up with a solution to the poisoned air, but you must now neutralize whatever is polluting the air system.

Your rendezvous with Hammond will have to wait. Instead, you must now head back to the medical bay to mix together Kendra's concoction. Meanwhile, Hammond will head to Hydroponics to see if he can slow the poison. Head back to the tram, stopping to obliterate a pair of squirmy wormlike necromorphs along the way.

A pair of humanoid necromorphs wait for you in the final corridor leading back to the tram. Equip your Pulse rifle and blast them to bits before hopping on the tram and taking a ride back to the medical bay.



# MISSION 5: LETHAL DEVOTION



## legend

	Bench		Schematic
	Oxygen		Stasis Recharge
	Save		Store





## Demented, Devoted, and Deranged

Exit the tram and wait for Kendra's RIGlink message. The toxins in the air are spreading quickly, and you're all running out of time. The chemicals needed for the antitoxin are in the chem-lab. While you are en route, Kendra will hack the door, so get going!



Go into the small control room in the security station's far left corner and open the locker to find some loot. Save your progress at the save point, then go through the door labeled "Imaging Diagnostics Wing." Carefully round the corner with your weapon raised high.



Two small Lurkers scamper out from around the bend. Open fire on them and aim at the three tentacles whipping about each head. Slowly walk toward them as you fire and sidestep their projectile attacks.



Refill your stasis module at the hall's end, then turn around and enter the diagnostics room. This time, the large cylinder on sliders at the room's center is malfunctioning. Ignore it and walk to the room's other side. Target the bio-recombinator on the wall next to the elevator, and blast it with your Plasma Cutter.



The bio-recombinator on the wall will occasionally spit out small necromorphs. Continue blasting the beast on the wall, stopping only to destroy the small pods it spits out. If the creature on the wall spits out pods too quickly, slow it down with your stasis ability, then eliminate all the little creatures before turning your attention back on the Guardian. Switch to your Line gun and drop a mine just at the Guardian's base, then back away. Let the mine explode while you finish off the podlings from a safe distance.



Ride the lift up to the next level and approach the malfunctioning slider as it whips back and forth across the gap in the walkway. Before attempting to cross, raise your weapon and shed light across the gap. Locate the Lurker on the gap's other side and obliterate it.



Slow the slider as it speeds past you, and wait for it to slowly swing back into position in front of you. Just as it bridges the gap in the walkway, sprint across to the other side.



Round the corner to make a U-turn around the catwalk, refill your stasis module, and slow the slider to cross the gap again. Record your progress at the save point, then enter the room at the walkway's end. Turn right in the L-shaped room, go through the door labeled "Chemical Lab," and take the cargo lift down to the lab.

Step off the lift and grab the audio log in the corner. The log belonged to Dr. Charles Mercer. In the log, he describes an experimental procedure meant to regenerate tissue. Once the log is done playing, enter the door on the hall's right.



Grab the items scattered about the room, including the force energy schematic in the corner and the power node in the container on the far left wall.



Activate the console at the room's rear and take the chemical capsule to complete your first objective. Just as you grab it, the metal covers on the room's windows slide open to reveal the deranged Doctor Mercer!

The doctor rambles on about the fall of humanity and the rise of a new, better species. When he finishes talking, he unleashes his newest creation on you.



The exit is locked, and the doctor's creation is loose. Equip your Line gun or Plasma Cutter and target the creature's legs; unleash a barrage of shots at them to bring the Hunter down immediately. Once it's on the ground, target its arms and remove them.

# DEAD SPACE

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Though it looks defeated, the creature regenerates new limbs and comes back to life! Slow it down with a stasis shot and keep it at bay long enough for Kendra to unlock the door for you. Bring the creature down again so it doesn't give chase, then sprint out of the room and escape to the imaging diagnostic room.

## TIP

If Kendra is quick enough, you might not have to bring down the Hunter a second time. Simply run through the door and he won't follow. If the Hunter recovers before Kendra can open the door, you'll need to bring it down again to get out safely.

Back in the imaging diagnostic room, a swarm of tiny spawn creatures scurries toward you. Blast them to pieces, then carefully approach the room's other side. A second pack of the little necromorphs is swarming about. Grab the explosive canister in the far corner and launch it at them to blow them all up before exiting the room.

## NOTE

As you exit, keep your eye on the left vent. Something crawls in, but when and where will it crawl out?



Trek back to the security station. Save your progress and stock up on Med packs and ammunition. Kendra reports

that the DNA sample needed for the concoction is in the Ishimura's clinic, so turn around and go through the hatch on the left wall.

Once again, Mercer intercepts you and locks you in a small room. His patience is beginning to wear thin, though he's excited to feed you to his abomination. Enter the ER through the door on the right and raise your weapon. Creep out into the room, hugging the right wall as you go, and grab the ammo on the gurney.

Turn left at the corner and face the wide-open room. Slowly scour the room for enemies, and draw them out as you hug the far right wall and creep toward the room's center.



The Hunter is lurking about, waiting for you in the room along with several other necromorphs. Hit the Hunter with a stasis shot to slow it, then blow its legs off. Once it's on the floor, swing around and locate the nearest



Slasher. Blow off the alien's legs, then back away toward the wall again so you don't get surrounded.

Keep an eye on the Hunter and wait for it to spring back to its feet. When it does, slow it again and blast off all its limbs this time. Sprint past the fallen monster and destroy another Slasher.

Finally, locate the Lurker in the room and sever its three swinging tentacles to clear the room of all these creatures. The Hunter will remain, but once you destroy all other necromorphs, the doors will unlock, granting you an escape route!



**The small office in the ER has two lockers. Open them up, take what is inside, then grab the loot near the door on the way out.**



Once the door closes behind you, the Hunter stops giving chase. You're safe for now. Duck into the room on the right and grab the power node from the wall unit. Take whatever is in the lockers behind you, then go back out into the

hall. Use kinesis to pull the credits in the corner out of the niche, then grab an explosive canister and lead it down the hall to the right.

Carefully approach the corner and peek around to the left. Aim the canister at the Guardian necromorph on the wall and launch the canister at the beast. The explosion is enough to destroy the creature before it can spit out several little pods.

If the Guardian managed to unleash a pod or two, back away from the hall, gain some distance, and pop them with a few shots from your weapon.



Pick up the gold semiconductor in the corner, then turn around and approach the nurse farther down the long corridor. She's laughing hysterically and is clearly beyond help. Grab the credits on the ground, and leave the poor nurse to her insanity.



Walk back up the hall and enter the room on the right. Follow the room around and save your progress at the save point, then enter Doctor Mercer's office on the right. Take the doctor's audio log and the other items scattered about the floor, and use the DNA console behind you.



Open the door while the computer prepares the chemical capsule. Stay near the exit.



As soon as the canister pops out of the DNA console, grab it then dash into the hall. Sprint back to the security room as fast as possible! As you run down the hall, Dr. Mercer interrupts a communication from Kendra. He's had enough!



Mercer compresses the entire deck, and all the air is blown out! Your oxygen tank switches on just as a swarm of little necromorphs rushes toward you. Slow them down, then blast a hole through the swarm and speed past them.

# DEAD SPACE

PRIMA Official Game Guide



Back in the ER, the necromorphs have taken over. The Hunter and several other necromorphs, including a

large Pregnant beast, rush you as the door opens. Slow the nearest monster and sprint past it. Stop very quickly at the oxygen recharge station on the office wall, and slow the other monsters before they can reach you.

Rush past the other creatures, open the door, and leave the ER immediately. Don't stop to fight them. You're outnumbered, and you're on a timer. If you waste time fighting, you'll also waste oxygen.

Back in the security office, use the console in the control room to repressurize the deck and restore life support, then save your progress at the save point.



On your way to the lab, Kendra fills you in with more information on what might be poisoning the air. According to a survivor's logs, a huge creature they named the Leviathan entered the Hydroponics deck and somehow began poisoning the ship. Refill your module at the stasis recharge station while Kendra fills you in.



Once again, cut across the imaging diagnostics room and enter the chemical lab through the door on the

other side. Put the canister into the machine in the lab and wait for it to mix. When it's done, take the poison capsule and exit the lab through the door on the right.

## TIP

Sneak around the corner to the right and break open the two crates at the hall's end. Take the equipment, then backtrack down the hall to the left.



With everything you need to create the poison, your next stop is the chemistry lab again. Stop at the store to replenish Med packs and ammo, and sell your semiconductors. Then go back to the chem lab.



At the hall's end are a save point and several lockers. Empty the lockers, save your progress, and reload all your weapons.

Finish off the little pests, and go to the stasis station at the room's rear to refill your module.



Enter the cryogenics lab to find Dr. Mercer locked in the lab's control room. From the safety of his locked room, Mercer confesses his plans to you. Compelled by his madness, he plans to take several necromorph specimens back to Earth! If he does, Earth will be dead within a matter of weeks. Before you can stop him, however, he frees his pet and escapes!



Slow his indestructible pet and focus your fire on the other mortal necromorphs in the lab with you. Unleash hell on the Lurkers! Equip your Flamethrower or Ripper and cut off the little pests' limbs to dispatch them quickly.



Once the Hunter has returned to the main cryogenic chamber, lure it into the freezing chamber at the room's center. Turn around and wait for it to approach, then blast its feet to chop it down. Hit it again with stasis and exit the freezing chamber as you speed back to the control room.



If the Hunter regains full speed while you're destroying the other necromorphs, sprint away and turn around to slow

it again. Don't bother cutting it down yet.

The Lurkers are fast, so if you can't dispatch them quickly, lure the doctor's pet away so you can focus on the little ones first. When the doctor fled, the doors to the control room unlocked. Go inside and wait for the

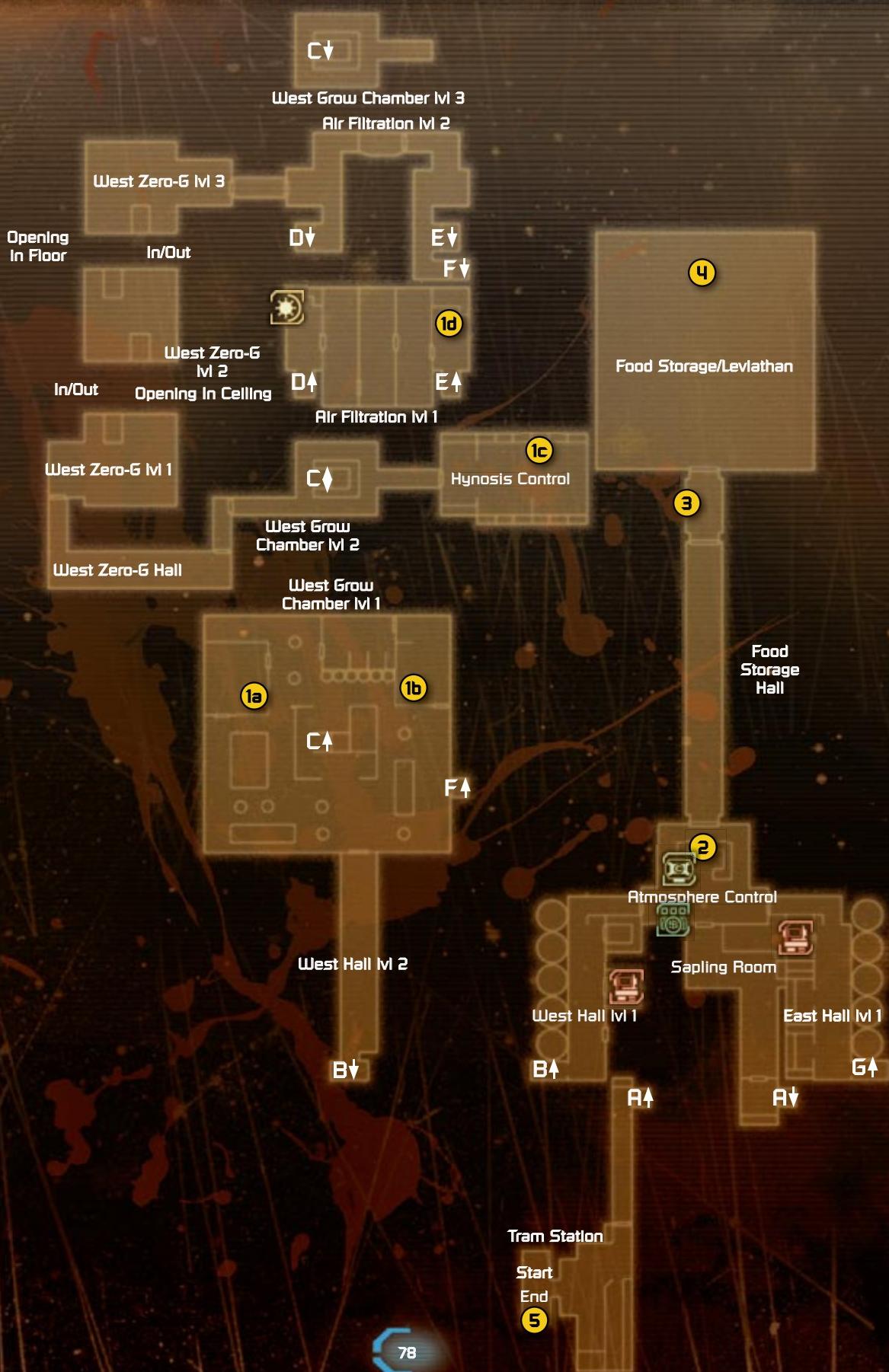
monster to crawl in from a side vent. When it does, blast it to bits and zap it with stasis while it's on the floor, then leave the little room and go back to the main cryogenic chamber.



With the coast clear, grab the power node from the wall unit in the control room, and go to the secondary

tram station via the door on the right. You've got everything you need to stop the poison, so head to the hydroponic bay!

## MISSION 6: ENVIRONMENTAL HAZARD





## Mission Prep

- 1 (Objectives 1a-1h) Destroy the poison pods
- 2 Recycle the atmosphere
- 3 Poison the Leviathan
- 4 Kill the Leviathan
- 5 Go to mining deck



## Air Purifier



Exit the tram at the hydroponics deck and pick up the audio log on the tram station floor. Grab the ammo near the seats on the right, then turn around and trundle down the long hall behind you.



Duck into the restroom

on the right and take all the loot inside. Open the footlockers and check both rows of stalls to get absolutely everything before heading back out to the hall and making a right.

Take the elevator down to the lower level, and grab the Contact Beam schematic on the ground. Follow the hall on the right until you find Hammond. He's been weakened by the poison and lacks the strength to go on. He's figured out what is poisoning the air—it's the hydroponics crew! They've been transformed into poison pods and are scattered across the entire deck.



Kendra's scans show that Hammond won't make it much longer in his current state if the poison pods go unchecked. You must destroy them and filter the air before poisoning the Leviathan.

Rush into the atmosphere control room and save your progress at the save station.



Empty the lockers in this room, and stop at the store kiosk to download the Contact Beam schematic and stock up on useful items. Go through the door on the right labeled "West Grow Chamber."

As you go, Kendra contacts you and shares her distrust of Hammond. She's not completely convinced that he knew nothing of the Marker before arriving.

Make a left into the west hall and stop just after entering. The gas lines ahead have been ruptured and occasionally spew out toxic gas. Wait for the pipes to quiet down, then speed past them before they can spew gas on you.



### TIP

**Watch for the little red lights to blink just before gas spills out into the hall.**

### NOTE

**The flamethrower will not work when there is gas in the area, so don't waste time trying to use it if you are under attack.**



Sprint down the hall, dodging gas jets as you go, until you reach the end. There are two open doors on the hall's left, but the first is empty and the second has an upgrade bench. At the hall's end are two wall storage bins. Crack them open and take the loot inside, then step on the lift in the corner.

Raise your weapon as you reach the top level and immediately unleash a flurry of blasts on the lone necromorph on the catwalk. Blow off the creature's legs to drop it to the ground, then destroy its arms to kill it. Enter the west grow chamber at the hall's end and immediately turn left. Pick up the ammo on the ground, and backtrack to the room's far right side to open the footlocker near the wall.

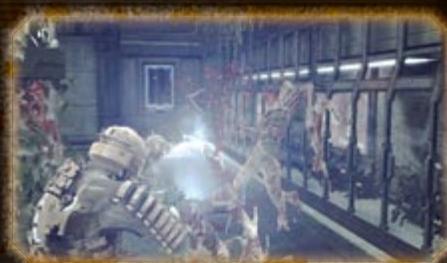
Back up a bit, and hold your position near the door. Wait for several necromorphs to rush you, and aim at their legs as they approach. Blow off their legs, then creep deeper into the room.



Keep your weapon high and tear through the wave of Slashers as they approach.

Fight your way to the room's far end. Turn left and face the vent in the chamber's far corner. Several more necromorphs will come ambling

out of it, so train your weapon on the vent and wait for them to emerge into the hall. One by one, they'll crawl out and line up, so conserve your ammo and fire only when you can shred through multiple enemies.



Enter the small room in the chamber's right corner and destroy the poison pod near the exit. Exit the room, back into the main chamber, and open the small wall unit on the left.

The necromorphs didn't take kindly to you destroying their poison pods, so two creatures are waiting as you exit the small room.

Turn right and blast them to pieces as you cross the room. Slip into the room in the far left corner, and destroy the second poison pod. When you do, several more necromorphs appear in the main chamber. Reload your weapon and exit the small room slowly.



# DEAD SPACE

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Zap the Pregnant necromorph with your stasis shot to slow it down, then drop a mine at its feet. Follow it up with a few shots from your weapon to slow it down even more, then open fire on the little spawn creatures that pop out of its stomach. If you still have your Flamethrower, equip it and scorch the troublesome little pests until they're nothing but ash.



With the coast clear, rush to the chamber's center and take the lift to the third floor to grab another semiconductor, then down to the second level. From there, turn right and circle around behind the lift shaft. Pick up the credits on the walkway, then enter the door at the catwalk's rear. As you enter, Nicole's face appears on the screens. She pleads with you to "make us whole again" and disappears. What could it mean?

Forget it for now, and open the locker on the right. Take the item inside, then destroy the poison pod at the room's rear. Immediately do a 180 and open fire on the necromorphs that rush in behind you. There are two Infectors in the room. Use stasis on the attacking Infector and destroy the other one before it can transform the corpse nearby. Then turn back on the slowed Infector and finish it off.

## TIP

If you're quick on the draw, you can use the explosive canisters in the room's corner to blow them all up.



Exit the room and storm back across the catwalk to the other side. Enter the room at the opposite end and save your progress at the save station. The next section is a long, wide corridor. At its end are two vents.

Train your weapon down the hall and wait for several Exploder necromorphs to emerge from the vents. As they do, target the large orange bulbs on their left arms to blow them up.

## TIP

Another great way to dispatch of Exploders is to use stasis to slow one down, and then shoot the explosive pod when a few are bunched up to set up a chain reaction. Or you can sever the explosive pod and pick it up with TK, then throw it back into your enemies.

Storm down the corridor, pick up the items the Exploders dropped, and turn right into the next area—Refrigeration West. Stop to refill your stasis module at the recharge station and clean out the lockers nearby. Walk out into the zero-gravity environment just past the recharge station and locate the hatch above and to the right.

Launch yourself toward the hatch and land just in front of it, then use kinesis to slide the lock open.

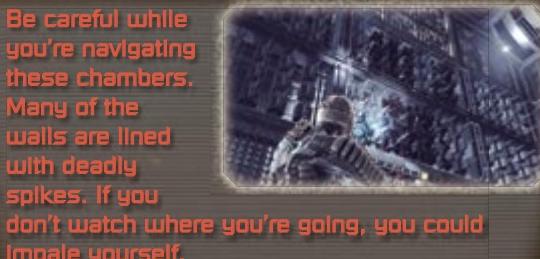




When the door slides open, a Lurker flies through into your chamber! Locate it quickly before it attacks you from above and tears you apart. Shred the little beast, then launch yourself into the next chamber.



### CAUTION



**Be careful while you're navigating these chambers. Many of the walls are lined with deadly spikes. If you don't watch where you're going, you could impale yourself.**



In the next chamber, a row of deadly spikes separates you from the next doorway. Target the wall on the left and float over the spikes toward it. Upon landing, turn around and use kinesis to unlock the next door.



Once again, float into the next room and bring up your weapon. Destroy the lone necromorph floating around, then



hurl yourself toward the lip above and to your left. Walk up and over the lip to find the entrance to the air filtration room.

From there, turn left and pick up the ammo just up the small steps. Turn back around and walk to the walkway's opposite end and pick up the audio log on the ground. Take the lift in the corner to the lower level and shoot the locking mechanism on the door nearby.



In order to reach the next poison pod, you must cross the fire jets on the right. Blast open the first door, then creep toward the entrance of the first jet, but do not enter!



### CAUTION



**If you enter the Jet before opening the next door, you'll risk being torched. Don't do it!**



Creep up to the fire jet's entrance and locate the next two locking mechanisms across the passage. Shoot them to bust the doors open, then wait for the stream of fire to shoot out in front of you. Once it stops, rush into the passage and cross the first two fire jets!



# DEAD SPACE

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Stop at the third passage and blow open the locking mechanism to open the final door. Sprint through before the fire scorches you!



As you enter the final room, a Slasher will attempt to rush you. Push it back with your weapon and force your way into the room. Chop it down by taking out its legs, then finish it off with a few quick spurts from your weapon.

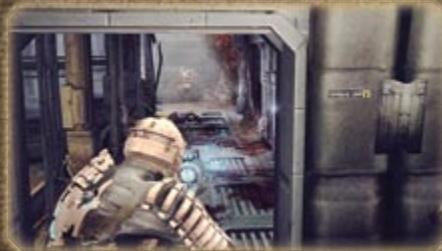


Turn right as you step off the lift, bust open the crate, and pop open the footlocker. Then turn around and exit via the passage on the left, labeled "Exit to West Grow Chamber."

Take the next lift back down to the west grow chamber and reload your weapon. Once in the main chamber, turn left and shoot the Pregnant necromorph with a stasis blast. Follow it up with a volley of blasts from your main weapon and drop a mine at its feet.



Turn around quickly and take out the small Lurker scurrying about. Leave the main chamber and backtrack toward the atmosphere control room, where you can save your progress.



After saving, go through the door labeled "East Grow Chamber." Pick up the text log on the floor,

Creep out into the passageway and open fire on it. Target the creature's tentacles as they whip about. If the beast spits out little pods, back away from them and eliminate them quickly. Hit the Guardian with a stasis shot to keep it from spitting out multiple pods while you destroy the ones on the floor. After you take out its first few pods, resume your attack on the Guardian and kill it.



With the Guardian dead, turn right and enter the rooms on the right. The first has an upgrade bench. The second room is guarded by a necromorph and contains a few helpful items. The third room can only be unlocked with a power node. If you choose to unlock it, you'll find plenty of ammo, a med pack, and some credits.



**CAUTION**  
There is a slasher who will try to ambush you from behind after you enter the second chamber, but if you time it right or use stasis, he will be torched by the flames from the first room. Be careful you don't get caught between two attacking slashers!



At the corridor's end, take the lift to the next level and enter the hatch labeled "East Grow Chamber." Inside is another Brute. Reload your weapon and walk into the chamber with it held high. Back up against a wall and wait for

the Brute to sniff you out and come charging. When it does, slow it down and circle behind it. Shoot the weak spot on its back and run away from it.

Once you've gained a safe distance, drop a mine underneath it and slow it down one more time. Sprint away, allowing the mine to do its job and slowly circle behind it again. If the mine doesn't kill it off, blast it a few more times to take it down.

**TIP**

**Brutes drop either power nodes or credits. Always pick them up after battle.**

Hug the left wall and follow it to the chamber's far left corner. Stop to open the wall storage units on the way, then sneak into the room. Pop the poison pod inside, then refill your stasis module at the recharge station. Grab all the items scattered about the exit back into the main chamber.

Empty the storage unit on the wall on the left, then run into the second room across the chamber. Grab the ammo strewn on the floor. Back in the main chamber, approach the feeding system console at the chamber's center. Activate the feeding system, then

slow the sliding hatch on the floor with your stasis shot. Run around to the other side of the feeding system and shoot the poison pod inside the feeding chamber, underneath the sliding hatch.



At the chamber's center, ride the lift up to the second level and sweep around to the shaft's rear. Grab the items

inside the two storage crates, then pick up the other items near the locked door at the walkway's far end.



Trundle across the catwalk and enter the room labeled "Refrigeration East." Grab the power node from

the storage bin on the wall to the left, then save your progress at the save point behind you.

Sneak into the next room and grab the gold semiconductor in the corner. When you do, a tentacle whips out from deep down the hall and grabs you by the foot. The creature begins to drag you deeper down the hall. Target the tentacle's gold bulb, but don't fire wildly. Instead, wait until the tentacle coils up and prepares to yank you again and then fire! Pick your shots carefully and conserve ammo. Three or four shots is all you need.

**TIP**

**When you enter the room with the tentacle, pick up the semiconductor with kinesis. Otherwise you will not get close enough to pick it up before the tentacle grabs you, and you'll have to work your way back to it.**

# DEAD SPACE

PRIMA Official Game Guide



Grab the audio log at the hall's end and enter the refrigeration room. Refill your stasis shot at the station on the left before walking out into the zero-gravity environment ahead.



Step out into the zero-gravity environment and look up and to the left. Locate the exposed metal grating through the nasty alien flesh covering the walls and jump onto it. Next, look up there again to locate the large electrical cell going haywire. Slow it down with a stasis shot before quickly launching yourself at the grating above it. As soon as you land, turn around and leap through the hole on the left into the next room.



turn around and approach the hole you entered. Hit the switch near the hatch to turn off the electrical current, then hop up to the ceiling.

Go through the next opening into the large poison-filled room, and pop the next poison pod in the corner.



Take out the two Lurkers above, then quickly leave the zero-gravity environment. Backtrack through the long, gory corridor where the tentacle grabbed you and get back on the lift. This time, however, take it up to the third level.



Circle behind the shaft to find the final poison pod huddled near the walkway's end. Blast it a few times to kill it, then turn around and get back on the lift. Return to the first floor and head to the atmosphere control room.

Three Slashers are guarding the walkway leading back to the atmosphere control room. Stay near the east chamber and blast them from the doorway. Back in the atmosphere control room, activate the air-recycling system.

## TIP

**Before proceeding, stop at the store kiosk and reload on ammo and med packs. Stock all oxygen canisters and stasis modules in your bank. Keep only ammo and med packs.**

## Man versus Massive Monster



Enter the food storage bay through the hatch behind the atmosphere control console. Grab the items from the storage crates on the ground, then stop at the small computer console just before the main bay. Input Kendra's concoction to poison the Leviathan. You complete your objective, but the Leviathan is stronger than anticipated.

## NOTE

**For more details and strategy regarding the Leviathan, see chapter 3.**

In spite of being poisoned, the Leviathan is still alive! You'll have to kill it the old-fashioned way—with firepower. The creature is in the food storage bay, which is currently a zero-gravity environment.



Leviathan, a monster as big as a wall with three extremely long tentacles and a mouth capable of devouring a small transport vessel. Wait for the Leviathan's huge tentacles to whip about. Only one tentacle at a time will stretch out far enough to expose the weak orange bulb near its base. When it does, target the bulb and blast it!

Fire at the orange bulb until the tentacle whips at you and lands next to you. Once the tentacle is lying next to you, it will whip from side to side and slam into you. Take advantage of the zero-gravity environment and leap over the downed tentacle to the bay's other side.

Immediately upon landing on the bay's other side, aim at the orange bulb and continue blasting it until it bursts. Keep dodging the creature's attacks and counterattacking until you destroy all three tentacles.



**TIP**  
Speed things up by using the explosive canisters floating nearby to destroy the creature's tentacles.



With its tentacles destroyed, the Leviathan begins to spit out explosive balls of alien matter from its mouth. Strafe around the circular storage bay while keeping your weapon aimed inside the monster's mouth. Wait for it to open

and detonate the explosive spheres while they're still inside its mouth. If the monster spits out an explosive ball, either leap away from it or fire at it to detonate it before it reaches you.

As you circle around the bay, pick up all the ammo and med packs floating nearby. Stay on the move, blasting as you go, until the creature regenerates three new limbs.

**TIP**

If you run out of ammo, you can catch the Leviathan's pods and throw them back at it. The mouth remains open for a few seconds after the last pod is split out, so once you have the timing down you can dodge and then catch the last pod. Also, the contact beam can kill a tentacle with only one shot.



Continue blowing up the monster's explosive charges while they're still in its mouth, and occasionally target the tentacles' weak spots to keep them at bay. After a short time, the creature will finally die. Grab all the items floating around the area before exiting the food storage bay.

After defeating the beast, you get a communication from Kendra. She's located an SOS on the mining deck. Perhaps that will help you escape the ship. You know your next stop...



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# MISSION 7: INTO THE VOID

Legend	
	Bench
	Schematic
	Oxygen
	Stasis Recharge
	Save
	Store





## Between a Rock and a Dead Space

Kendra's plan is as solid as a rock. By planting an SOS beacon on an asteroid and launching it away from the *Ishimura*, there is a greater chance that ships passing by will hear your call for help and come in to rescue you.

Of course, that is assuming that everything goes according to plan, which it rarely has since you've arrived on the cursed *Ishimura*.

Disembark the tram and open the small footlocker on the right. Take the loot inside, then pop open the wall unit near the tram waiting area. Turn around and walk down the hall behind you. Grab the items in the box across from the main hatch, and take the power node from the wall unit on the hatch's left, then enter the rig room.



Clean out every storage container in the room, and pick up all items off the ground. Visit the store kiosk to manage your inventory, then save at the save point nearby.

### TIP

**There is also an upgrade bench in the rig room. If you have power nodes, now is a good time to use them.**

Call up the elevator at the room's rear and hop on. Select the processing room and back up against a corner of the elevator. Once it gets going, several necromorphs drop in from above. Open fire on the creatures' legs and bring them down quickly.

As soon as you chop one down, shift position to a different corner and open fire on another.

Don't stand in one place too long, and stay away from the center of the elevator.

Grab the audio log as you step off the elevator, and reload your weapon. Turn left and open the small footlocker in the corner before turning around and destroying the necromorph behind you. Hold your position as two other beasts drop in for a fight. Drop them quickly.



Wait for the Pregnant necromorph to slowly amble around the corner, and immediately slow it with a stasis blast. Drop a mine at its feet, and slowly begin to strafe away from the creature. Keep your weapon trained on it, but move away slowly.



When a fourth Slasher comes around the corner, aim low and blast its feet, along with the Pregnant beast's little spawn creatures. When you're done, round the corner from where they appeared.

**TIP**

**There is a locker at the center of this figure-eight-shaped corridor. Open it to find some ammo.**



Walk to the corridor's far end and open the small footlocker in the corner. Turn left, following the corridor to the save point in the area's far right side. Save your progress, then go through the hatch labeled "Mineral Processing



Area." Turn right in the hall and amputate the necromorph's legs as it approaches. Kill the creature as it writhes around, then grab the text log on the ground.

Open all the footlockers nearby, then visit the store kiosk on the right to restock on ammo and Med packs. Reload your weapons, and circle around the hall to the large gaping hole in the left wall.



dangerous debris floating in the chamber.

**TIP**

**Walk past the hole in the wall to pick up a Med pack somewhat hidden in the wreckage. Also, make sure you get rid of one boulder at a time, and then dispatch any enemies that appear. Trying to avoid enemies and getting rid of all the boulders will just have you up against huge odds at the end.**

Use kinesis to grab the large asteroid sphere floating nearby, and launch it into the large gravity beam at the room's center.

When the necromorphs realize that you're in the chamber, two Leapers come out of the surrounding vents. Hold your position and locate the speedy creatures before they can reach you. Obliterate them quickly, then float to the chamber's other side and destroy the second piece of asteroid.



**The door behind the gravity control console can only be unlocked with a power node. Inside are a ruby semiconductor and a ton of ammo.**



# DEAD SPACE

PRIMA Official Game Guide



Float across to the room's opposite side, away from the entrance. Hop up to the ceiling and locate the final two asteroids floating high in the chamber.



## CAUTION

**Don't float too close to the gravity beam! If you even graze it, you will die instantly.**



After you destroy all four asteroid chunks, float down to the control panel and reactivate the gravity panels. When you do, walkways spring up around the chamber, lining the walls. Rush across the walkway on



the left, back toward the entrance, and raise your weapon.

Blast the approaching necromorphs with a stasis shot and follow it up with a few shots from your weapon. Fire a hole through the creatures, then speed past them onto the walkway on the right.

Quickly destroy the Exploder necromorphs on the catwalk by bursting their orange bulbs, then dash to the walkway's end. Stay on the move and don't allow the necromorphs behind you to catch up!



Grab everything from the room at the walkway's end, including the mining access key, before exiting via the door on the far wall. Grab the power node from the wall unit in the hall, then follow the hall left. Go through the next door and make a right.



Take the elevator back up to the rig room, where you can sell your ruby semiconductor and replenish your inventory with necessary ammo and Med packs.

Get back on the elevator and take it down to the maintenance area. Exit the elevator and make a left. Ready your weapon as you approach the corner of the small room, and blast the nearby Infectors with stasis. Open fire on the winged bio-recombinators as they're slowed and take them both out.



Use either a mine or blasts from your Pulse rifle's secondary attack mode to shred through the creatures quickly.

**CAUTION**

**Watch out for the little pods on the ground! If they explode near you, they'll cause major damage.**

Take the audio log and gold semiconductor from the room, then go through the hatch labeled "Equipment Maintenance." Stop to save your progress at the save point, then use kinesis to pull the mining cart toward you. Hop on the cart and raise your weapon. When you step on the cart, it begins to slowly slide across the long chasm.




Raise your weapon and fire at the necromorphs lining the sides of the chasm. You can't leave the cart, so the only way to survive the trip across the chasm is to destroy the creatures before you cross their path. Pick your shots and conserve ammo as much as possible.



Use kinesis to grab the ammo refills and explosive canisters between enemies. You can use the explosive

canisters to quickly destroy the little pests, while the ammo refills will keep you in the fight.

**TIP**

The explosive pods are sometimes close enough to damage the Lurkers that appear. If a Lurker looks like it is close enough to a pod, shoot the pod instead of trying to hit the Lurker. With the moving platform, and the obstructions that can hide your target, the plasma cutter is the best weapon here as its instantaneous shot will be much easier to aim.



Just as you reach the chasm's opposite end, a woman steps out from behind a small partition on the right. It's Nicole! She welcomes you and tells you to go with her; then she disappears behind the partition again. Get off the mining cart and grab the items scattered about. Go into the repair room and turn right. There, across a

small gap, is Nicole. Though she cannot begin to tell you everything she's gone through, she can help you for now.

The beacon is behind you in a locked room, but she can disable the door's lock from the computer on her side of the gap. Nicole begins to release the locking protocols on the door behind you and suddenly comes under attack from necromorphs! Shoot out the monsters' legs as they approach Nicole and bring them down quickly. Once they're on the ground, finish them off.

After a few short seconds, creatures start dropping in on your side of the gap as well. Nicole is your



main priority, however. Use stasis shots to slow the creatures on your side of the gap and continue to destroy the beasts attacking Nicole.

**NOTE**

If Nicole's health drops to zero, the mission is over. You can see her health bar decrease as she takes hits, and she cannot heal herself, so protect her at all costs.

# DEAD SPACE

PRIMA Official Game Guide

Once Nicole is safe, turn and eliminate the creatures on your side of the gap. With her job done and the door behind you unlocked, Nicole bids you farewell and walks away. You can't chase her, so let her go for now.



In the meantime, turn around and enter the small room behind you. Loot everything from here, including a power node, the Level 4 RIG schematic, and the beacon.



Take your beacon and get back on the mining cart. This time, use all the remaining canisters to destroy the new batch of Super Leapers as you go.

Turn toward the platform on the chasm's end and wait for the bio-recombinators to amble toward you. As they do, they'll get close to each other and become easier to target. Shoot them with your weapon, blasting them

back and away from the cart; then step off the cart. Lower your aim to blow off their legs; take off their upper limbs to finish them off.

Backtrack to the elevator; stopping only to destroy the lone necromorph in the hall.



Take the elevator to the mining deck, step off, and turn right. Blast past the necromorphs in the way and leave the gassy chamber behind you. Go through the passage into the room on the far right and save your progress at the save station on the left wall. Chop down the Slasher at the room's opposite end and the room is yours.



With the immediate area free of enemies, clean out all the storage bins, crush the green-light crates, and pick up all the items scattered nearby. Stop by the store kiosk to download the Level 4 RIG schematic,



sell the semiconductor in your inventory, and upgrade your suit.



Once you're ready, use kinesis to pull the power cell out of the wall socket, then carefully navigate it out of the room and back across the gas-filled chamber. Enter the room on the chamber's opposite side and slip the cell into the niche on the wall.



With the cell in place, the lift to its right comes online. Step onto it and ride to the lower level.



to enter the mining bay. Once you're in the mining bay, equip your most powerful weapon and locate the Leapers before they attack. The creatures in here are a bit tougher to bring down than their cousins, so slow them down and sever their limbs with clean shots.

With the bay clear of all enemies, use your stasis shot to slow the protective rotors on the mining tethers. While they slowly spin, fire at the glowing beams of energy inside the disc to disable the tether.

### NOTE

The area inside the mining bay is a zero-gravity environment.



With the first tether destroyed, launch yourself at the wall, then at the ceiling. Slow the rotor on the second tether and disable it like you did the first.

The final two tethers are on the ship's exterior. In order to reach them, you must slip through the gap in the large asteroid and its holding clamps. Unfortunately, the holding clamps occasionally rotate around the sphere and can cut you in half if you're too slow. Wait for the clamps to spin and reset. Just as they're about to lock into place for a few seconds, jump onto the asteroid just above the right clamp.



Quickly sprint over and around the asteroid before the clamps rotate again. Run around the large rock so that you are outside the ship. When you do, your oxygen tank will activate.

# DEAD SPACE

PRIMA Official Game Guide

## TIP

Anytime you jump on the asteroid you will be prompted with an icon to let you know you can place the beacon. However, if you try to plant the beacon while inside the ship, the moving clamps will kill you. Wait until you've made it outside and then plant the beacon, where the clamps do not reach.



Hop off the rock onto the ship's exterior and destroy the other two tethers just as you did the others.



Stop at the stasis recharge station to refill your module, then take the elevator back up to the top level. With the tethers destroyed, other parts of the ship begin to malfunction. The elevator room is now engulfed in random bursts of flame. Wait for the flames to stop, then dash across the elevator room. When you're safely on the other side, turn around and use kinesis to pull the power cell out of the wall socket.

Guide the cell out of the room, through the flames, and across the gas-filled room, back to where you originally found the cell. Slip the power cell back into its original niche to power the elevator on the right and take the lift up to the next level. Use the mining access key on the locked door and let yourself in.



Jump back onto the asteroid, where you'll be prompted to place the beacon, then spring back into the ship's interior before your oxygen runs out. Leap off the asteroid back onto solid ground before the clamps cut you in two, then exit the mining bay.





Grab the power node from the wall unit on the right and take all the items from the lockers in the room. Activate the asteroid release console in the room to free the asteroid and send it hurtling into space. The beacon then



begins to transmit on wide band, and Kendra contacts you immediately. If someone is out there to receive the message, you'll need the comms array receiver to get a response.

Unfortunately, the array is not working. To get it back online, you must activate it from the bridge. Before you can set off toward the bridge, the door leading out of the room slams shut and four necromorphs crawl in through the vents! Cut them down as you strafe around the room to dodge their attacks. If they get too close for comfort, slow them with stasis shots, then sprint to the room's other side before turning back on them and blowing them away. Once they're all dead, the door unlocks.

Leave the mining deck and backtrack to the rig room. On the way, a lone necromorph drops in on you in the elevator. Back up against the wall and blow it away. When you reach the rig room, scorch the little Leapers, then save your progress at the save station.



Replenish your inventory at the store kiosk, then truck it back to the tram station.





# DEAD SPACE

PRIMA Official Game Guide

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## MISSION 8: SEARCH AND RESCUE





### Mission Prep

- 1 Contact the military ship
- 2 Fix the array
- 3 Use the ADS cannon to clear the blast doors
- 4 Go to the cargo deck



## A Call for Help

You arrive at your destination and are met with good news. As you step off the tram, Kendra says that a military vessel, the USM *Valor*, has just arrived. She's not sure what it was doing in the vicinity, but it must've heard your SOS call. You can't talk to it until the comms array is up and running, so get moving!

Crack open the wall unit on the right and go through the hatch into the hall. Stop at the store kiosk to manage your inventory, then turn left into the main atrium.



Take out the first wave of necromorphs, then run to the atrium's opposite end to gain distance from the second. As soon as you eliminate the first wave of enemies, the second wave will drop in on you from above. Let them

stalk you across the atrium and wait for them to get close together. When they do, burst one of their large orange sacs and blow them away.

The final wave of necromorphs are Slashers. They're taller, faster, and much stronger than their explosive counterparts. Slow them down with stasis blasts and run away. Turn on them while they're still slowed and cut them down with a few bursts of your weapon.



Just as you step inside the atrium, the ship detects a hazardous anomaly in the atrium, and all the doors shut down. Suddenly, you're surrounded by several necromorphs! Aim at the Exploder's large orange bulbs and open fire! Move forward as you fire on the lumbering creatures and stay mobile.



Once you've destroyed all enemies, the ship releases the quarantine field and the doors are unlocked. Slip into the hall at the atrium's rear to bust open a storage crate and upgrade your equipment at the upgrade bench; then exit back into the atrium and save your progress at the base of the steps.



Back in the atrium, take the elevator to the third floor. While you're en route, Kendra contacts you with some concerning news. She's been getting feedback on the comm lines and suspects that your communications



Enter the hatch labeled "To Comms Array" with your weapon reloaded and held high. Creep out into the hall and wait for the tall Divider necromorph to stumble out from around the corner. Blast it back to keep it at bay, and shred the creature's legs to bring it down.

Once you've destroyed the tall beast, several of its body parts attack you. Switch to a weapon with a wide blast radius and obliterate them. The tall creature drops a ruby semiconductor. Pick it up, then grab the items in the wall storage units before proceeding.

have been monitored. Step off the elevator and clean out the storage bins in the exit room, then walk out into the hall. At the hall's end are two large Guardian necromorphs attached to the wall.

Equip a good long-range weapon like your rifle, Plasma Cutter, or Line gun, and open fire on the Guardians' tentacles. If you have your Line gun, drop a mine just in front of it to destroy it quickly; otherwise, keep your distance and fire from afar to keep from taking damage from its pods. Once it's destroyed, carefully creep to the hall's end and peek left around the corner. From the safety of your corner, destroy the second Guardian.

**TIP**

The Force Gun alt fire is a great weapon against the Guardians. Stasis the one you can see to stop it from splitting out pods, then launch a shot or two at the second Guardian. If your aim is good, this should be enough to take it out.



Use kinesis to remove the debris blocking the next hatch, then go inside.

**TIP**

There are several wall storage units in the hall. Open them all before continuing.

# DEAD SPACE

PRIMA Official Game Guide

Save your progress at the save point before taking the elevator up to the catwalk. Grab the audio log on the floor. It reveals that the *Ishimura* and planetside colony were actually conducting an illegal operation!

Take the power node from the wall unit, and hop onto the small gondola in the next room. Ride it to the next section of the comms array.

When you arrive at the comms array, you find it to be in bad shape. In order to communicate with the military ship, you must fix the array. Six working dishes should do the trick. Take the medium air-can schematic, then refill your stasis module at the recharge station. Grab the power node from the storage box in the next room, then open the lockers and take what's inside.



The large comms array bay is a zero-gravity environment. Jump to one of the surrounding walls and engage the three Leaper necromorphs in battle. Dodge the creatures' attacks by jumping away from them and counterattacking while on the bay's other side. Once they're dead, float down to the main dish array.



Leave the three functioning dishes nearest the array's center and remove the nonfunctioning dishes. Use kinesis to remove the other functioning dishes and set them into place around the array's center. Once you've placed all six dishes, the communications array comes back online.

## TIP



**Use the display high atop the dish array to help you find functioning dishes and the slots in which to place them.**



Enter the main comms array bay. The screen high above the dishes shows the current configuration of working dishes.

The green lights indicate the dishes that are online and completely functioning, red circles indicate broken dishes, and empty red circles indicate empty dish slots in the array.



Backtrack out of the comms array and speed over to the comms computer console. Reply to the military ship's message. When you do, you get an incoming message from the USM *Valor*. The ship's captain reports that they've received your SOS and picked up the *Ishimura*'s escape pod. But that's the escape pod that Hammond jettisoned earlier with a necromorph inside!

Kendra panics and attempts to boost the outgoing signal to warn the *Valor*, but something is blocking the blast doors. The only way to warn them now is to clear the blast doors so that the signal can be transmitted. Leave the room and get back on the gondola outside. Ride it back across the long tunnel.



Exit the tunnel right and wait for the elevator to come up to your level. When it does, it brings a Slasher along with it. Aim low to blow off the creature's legs, then blast its arms a few times to put it out of its misery.



Take the lift back down to the lower level and save your progress. Exit through the hatch on the left, then make

an immediate right. Go through the door labeled "ADS Cannon" and take the lift up to the next level. Open the two footlockers in the passage, then go through the next hatch.

In the next room, take the power node from the storage unit on the right, save your progress at the save station on the left, then take control of the ADS cannon!

### From Bad to Worse



As soon as you take control of the ADS cannon, the viewing hatch slides up to reveal a large tentacled alien sitting atop the blast doors. Fire on the Slug to force it into whipping out its five tentacles above its body

and then aim at the orange bulbs on each tentacle. Blast the orange bulbs one by one until they burst.

# DEAD SPACE

PRIIMA Official Game Guide

During battle, the Slug will rip off chunks of the ship and hurl them at you. When it does, focus on the approaching debris and blow it up. The *Ishimura*'s hull integrity starts at 100 percent. If the hull drops to zero, you'll die.

Target one bulb at a time. Don't stop firing on one bulb until you've destroyed it. If you do, you'll spread your fire too thin while the beast pelts the *Ishimura*'s hull.



## TIP

The debris that the Slug throws at you deals out different damage. You can let some of the metal pieces through without worrying too much, but each blast from an orange fuel tank will do serious damage to the ship's hull. Always try to take those out before they hit the ship.



## TIP

Don't keep firing continually from both barrels of the cannon. If you do, you'll overheat the cannon and have to wait until it cools down before you resume shooting. Instead, alternate between short, controlled bursts from each cannon.



Once you've destroyed the Slug's tentacles, it loses its grip on the ship, and Kendra is able to open the communications array blast doors. She transmits an emergency signal warning them to not open the escape pod, but it's too late.

The incoming video communication shows you everything you need to know. In it, the ship's captain is savagely murdered by the creature in the escape pod. Suddenly, a horrifying image comes into view—the USM *Valor* drifts toward the *Ishimura* on a collision course. Before you can do anything, the *Valor* crashes with a resounding thud into the ship. Things are only getting worse...



The ship's impact knocks you out of the cannon seat, and you almost black out. When you come to, you glimpse a video link from Nicole, which is quickly interrupted by a transmission from Hammond! He says that he's tried to contact you, but his RIG signal has been blocked.

Finally able to get through, Hammond cancels the mission. Your only concern now is getting off the *Ishimura*! He thinks he's found a way off the ship; he's located a small transport shuttle on the crew deck. It needs a singularity core to power the engine, but you'll have to get that from the *Valor*.



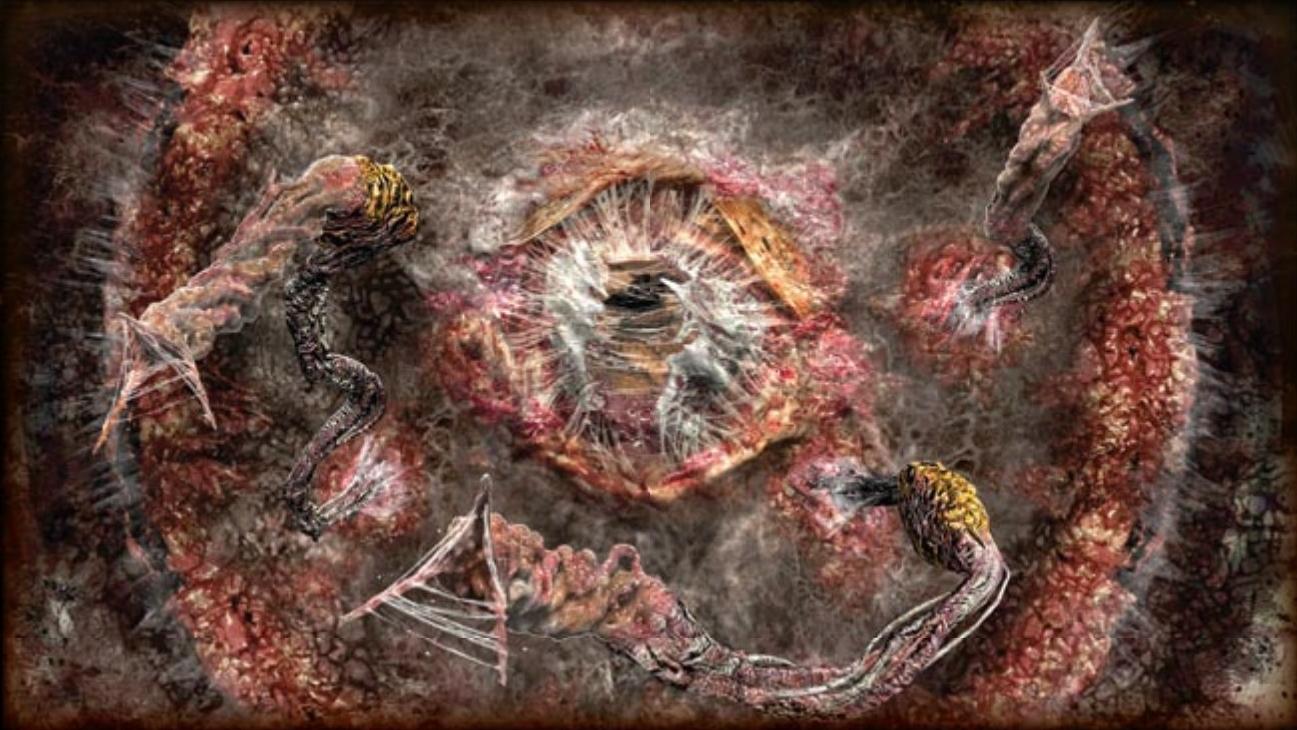
Record your progress at the save station, then exit the comms array. Backtrack toward the tram, destroying small necromorphs as you go.



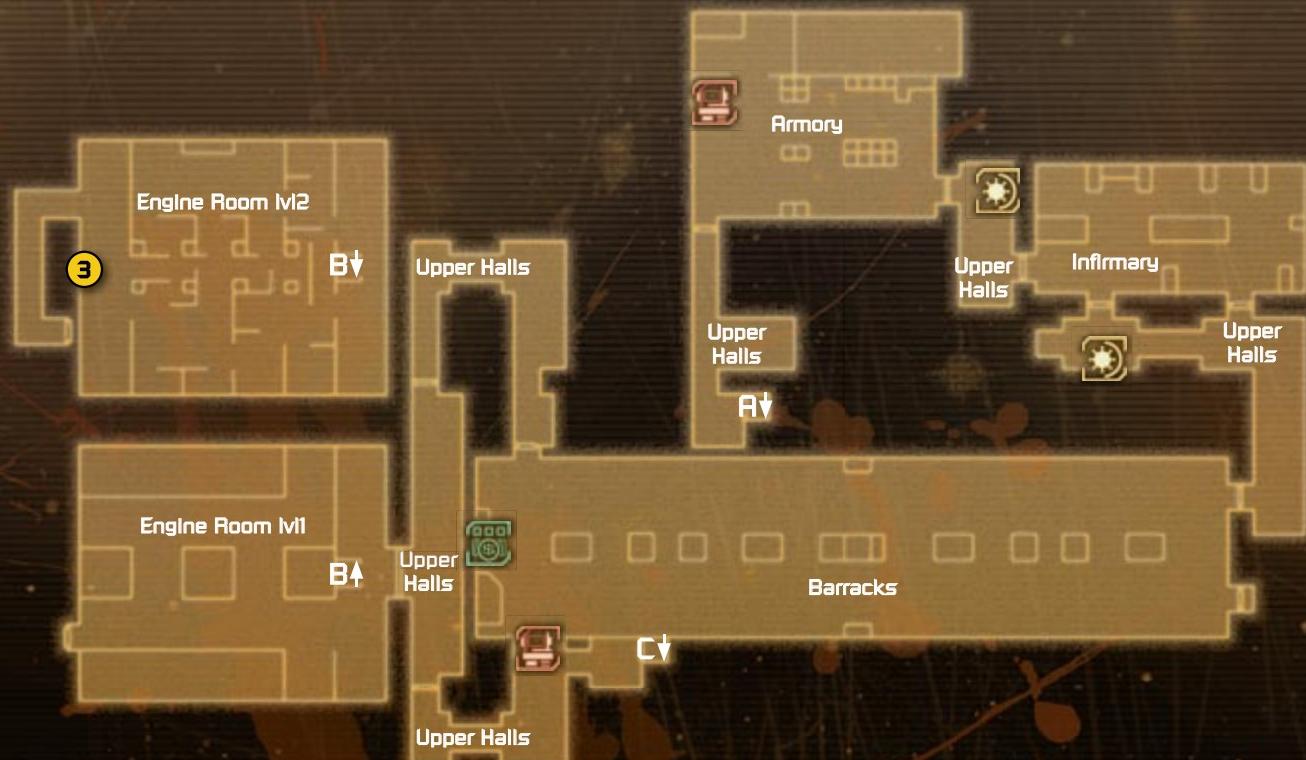
When you reach the main atrium, another of the Divider necromorphs waits to ambush you. Reload your weapon as you descend on the elevator, and rush out into the atrium with your weapon ablaze. Slow down the beast with a stasis shot, then blow off the creature's limbs. Just as before, once the creature falls, several of its parts crawl from the alien body. Either blow them to bits, or slow them down and speed past them.



In the hall leading to the tram, you'll encounter a Pregnant necromorph. Make short work of it by blasting open the creature's stomach and slowing down the spawn creatures it unleashes. Run past them and hop on the tram!

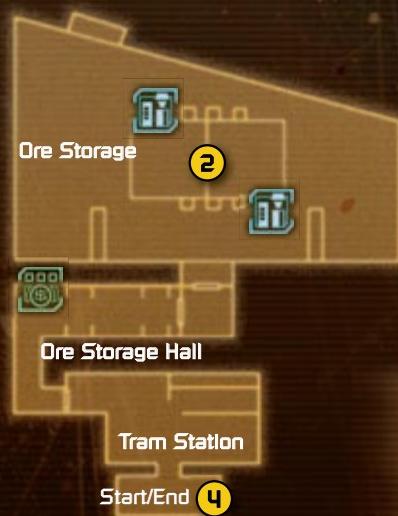
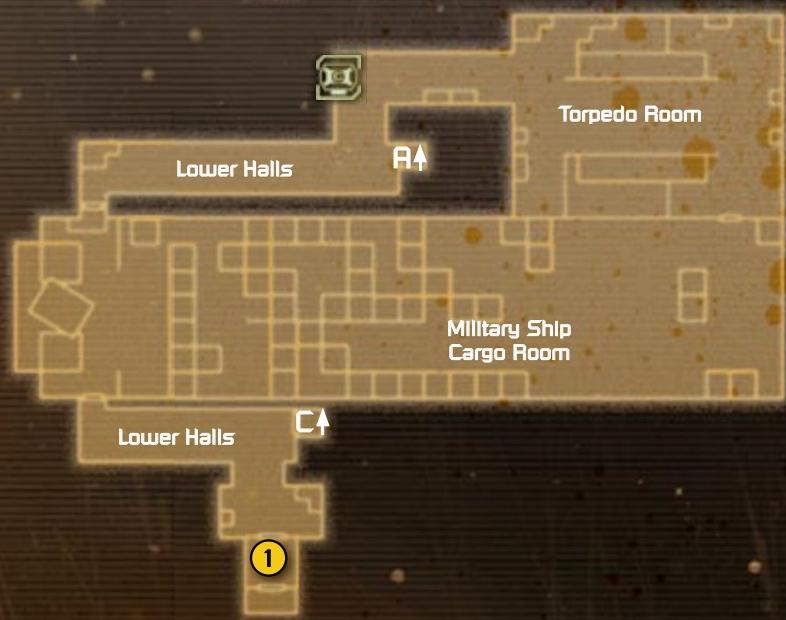


# MISSION 9: DEAD ON ARRIVAL



## Mission Prep

- 1 Enter the military ship
- 2 Clear the radioactive material
- 3 Find the singularity core
- 4 Go to the crew deck





## New Corridors

Upon your arrival at the crew deck, Hammond contacts you via RIGLink. He suspects that the USM *Valor*'s presence in the vicinity was not a coincidence. The *Valor* is armed to the teeth! It was on a seek-and-destroy

mission! Before he can tell you more, his link is cut. Kendra appears on the video link, urging you to find the singularity core and get the hell out of there!

Take Kendra's advice and get moving! Empty out the storage bins nearby and use the bench to upgrade your equipment. Turn left into the hall and follow the sign directing you around the corner. There are two more storage bins in the next area. Open them up and use the store kiosk to grab some ammo and Med packs.



up the six locking mechanisms around the lower hatch doors.

The hatch blows open, creating a vacuum, and several Lurkers swoop in from above. Reload your weapon and open fire. Target the necromorphs' three tentacles as they flail about and separate them from their little bodies. Float across the bay to gain some distance from the crawling creatures and blow them apart from across the bay.



Once the coast is clear, begin tossing the green orbs out of the bay. Use your kinesis to pull the orbs down and maneuver them through the open hatch and out into space.



Follow the hall through the next two hatches until you enter the zero-gravity weapons bay. During the crash, several of the *Valor*'s weapons were jostled loose. Now, several radioactive orbs are floating in the weapons bay, initiating a security lockdown until all radioactive material has been removed. Float down to the main bay floor and blow

### TIP



**Conserve your oxygen tank refills.** Instead, wait until your tank is down to 15 seconds, and use a nearby oxygen refill station. There is one station on each side of the hatch doors on the main floor. Best of all, they recharge after a few seconds.



After removing two of the radioactive orbs, several more necromorphs attack! These Leapers are tougher than the others, however. Switch to your most powerful weapon and destroy them before they get the jump on you.



With the bay empty of all enemies, finish throwing out the radioactive orbs. Leap onto the ceiling and throw the last three spheres out into space to release the computer's lockdown.

Locate the exit on the bay's other side—it has several yellow lights around it—and jump onto its lip.



Walk up and around the lip onto the exit, and leave the zero-gravity environment. Inside the ship, everything has come apart. Fires blaze uncontrollably, bulkheads are twisted and blocking doorways, and gravity panels are malfunctioning everywhere. Carefully sidestep the busted gravity panels and record your progress at the first save point.



Turn right into the cargo room. A new type of hulking necromorph immediately turns around and sprints away. Don't fire on him; let him go and conserve ammo instead. Search the wreckage nearby and pick up the items scattered on the floor.



Trek deeper into the cargo hold and use kinesis to slide the large cargo container toward you. This clears a path behind the cargo container where you can slide the container directly behind it to the right. Then, pull the next container toward you to clear a path farther into the cargo bay.

Turn right and move the next container back to open a path behind it.



**Use the map in the mission prep area to see which containers you can and cannot move.**

# DEAD SPACE

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Follow the path of cargo containers to the deck's opposite end, and stop before you run into the Twitcher. When it notices you, it charges you at full speed. Take out its legs, then kill it while it's on the ground.



When the first one falls, two more pop out behind it. Hold your ground, slow the first one down, and keep a steady stream of fire on their legs. They're very fast, so take them down quickly to keep them from reaching you.



## TIP

**Twitchers are extremely fast! Use stasis to slow them down before tearing them apart.**



## TIP



There is another sliding container on the left, as you reach the deck's other end. Move it aside to find a small path with several useful items on the floor.



Turn left and remove the debris blocking the door to the torpedo room. As you enter, the ship's monitors

come alive again with Nicole's face. She pleads for you to "make us whole again," then disappears from the screens.



Reload your weapon and slowly creep toward the left side of the torpedo room. When the necromorph leaps out from underneath the fallen crates, zap it with stasis and cut it down. Go through the hatch labeled "To Elevator to Upper Deck."

Stop at the end of the short hall to save your progress, then turn left. Attempt to open the door labeled "To Upper Deck." When you do, the door locks down and an Infector attacks from behind. Aim low to locate the crawling creature, and blast it as you back away. Locate the second necromorph in the hall and take it down before it can attack. Just as you bring it down, it springs a second winged beast! Shred it quickly before it can fly at you.



## TIP

**Before activating the elevator, grab the power cell from the other end of the hall and use TK to drag it close to the elevator. Then you can hit the switch, stasis the Infectors, and replace the power cell. If you are quick enough, you can avoid fighting any Twitchers.**

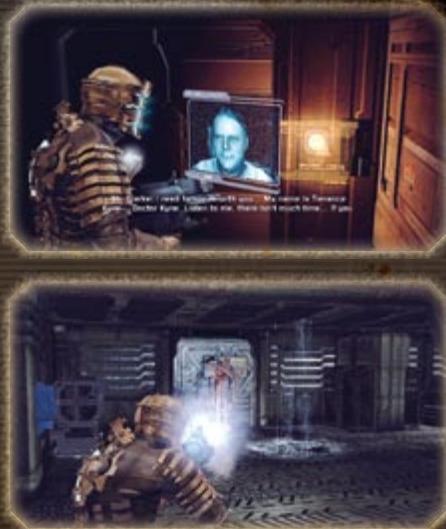
Once the coast is clear, take the power cell from the door at the hall's rear and set it in the niche on the opposite side.



The door slides open, revealing the elevator to the upper deck.

On the way up to the upper deck, you get a video link from Terrance Kyne, the colony's doctor! He seems to think that there is a better use for the shuttle you're trying to repair. Instead of escaping on it, he asks you to use it to replace the Marker back on the planet. If you fail to do so, you'll allow the entire human race to fall. His transmission ends just as you reach the upper deck.

Turn right and head toward the armory. Stop in the small room on the right as you go and grab the items from the two storage units. Enter the armory at the hall's end with your weapon raised. Tear down the Divider, then sprint right before his body parts crawl all over you.



## TIP

Stop by the shooting gallery on the armory's left side to practice your shooting skills and win a few items while you're at it.

Destroy only the red figures and hold your fire whenever blue figures appear.

Keep your aim focused near the gallery's center and only swivel away to shoot at targets on the left and right. As soon as you destroy a target on the side, immediately reset your aim back on the gallery's center.



Even though you could use any of the weapons in your current inventory, you'll have best results with your Plasma Cutter or plasma rifle. Any ammo you use in the shooting range is replenished, so there is no penalty for playing until you master it. Prizes increase in value as you progress:

**Level 1: Ammo**

**Level 2: Ammo**

**Level 3: Med pack**

**Level 4: Ruby semiconductor**

**Level 5: Power node**



Turn back around and target the Exploders as they crawl out of the vent behind you. Blow them up by detonating their orange sacs and clear the room.



Pluck the power node from the wall unit to the left of the upgrade bench, then scour the rest of the armory to find a few more useful items.



Exit the armory via the door on the room's far end. One of the *Valor*'s crew members sits bloodied and on the verge of death in the next room. The soldier dies just as you enter.

# DEAD SPACE

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Leave the fallen soldier behind and enter the infirmary. A surgical laser over an operating table is going haywire as you enter. When a Twitcher attempts to rush you, it speeds through the laser and is cut into little pieces.

Use your kinesis to pull over the large Med pack schematic near the operating table, then blast the surgical laser with a stasis shot.

Speed past the slowed laser arm to the infirmary's other side. Empty the footlockers in the infirmary, then turn left and trek into the next hall.



At the hall's end, enter the door labeled "Barracks" and reload your weapon. Creep into the room and aim deep down the hall.



Slowly, the necromorphs begin to pour out of the barrack's deep dark corners. Hold your ground near the barrack's entrance and strafe left and right, firing on enemies down the hall. Move quickly between the two corridors and aim low as the enemies approach.

All types of necromorphs attack, from Lurkers to Exploders to the crawling Leapers that stalk in the dark. Keep your aim low to hit multiple creatures with each shot. As the waves of enemies begin to slow, creep forward, deeper into the barrack corridors, and collect all the items the monsters drop. Find a text log at the hall's end, and use the store kiosk on the left.



From here, turn right and grab the power node from the wall unit; then turn back and go down the left corridor. Turn right at the corner and blow away the approaching necromorph. Stay near the corner and hold off the other approaching aliens. After destroying the second alien, slowly begin to move down the hall, firing as you go. Stop to grab the items in the footlockers, then save your progress at the save point in the corner.



## TIP

Open all the storage bins in the corridors as you go.



Stay very close to the booster as you move across the room. As you cross the room, stop occasionally to destroy the three purple power conduits on the left, near the room's center.



## CAUTION



Stay close to the booster! If you stray too far from it, you'll be engulfed in flames.



After destroying the three conduits on the room's right side, drag the booster back to the room's rear, where you started. This time, walk over to the booster on the left, and shove it forward as you did the one on the

right. Stop to turn right and destroy the next three purple power conduits.

Once you destroy all the conduits, the spurts of flame stop, allowing you access to the singularity core at the room's center. Grab it, then turn right and go down the long walkway to the engine room's lower level.



Sell your semiconductor at the store and replenish your ammo and Med packs, then enter the door on the hall's right side. Follow the halls around to the engine room entrance. Go inside and hold your fire as the monster in the distance runs away. Empty the storage bins in the first room, and turn right into the lower engine room.

Take the lift in the engine room to the top level, and slowly creep out behind the booster on the right. Lock on to the booster with your kinesis, and slowly move it across the room. Use the booster to shield you from spurts of flame emanating from the room's opposite side.

**Massive Destruction**

When you remove the singularity core, the rest of the ship begins to fall apart. Like a keystone, the core was the last thing keeping the crashed *Valor* together. Explosions erupt all over the ship, blocking the path back to the *Ishimura*.

Dash across the engine room's lower level to the glass wall. Hammond meets you on the other side of the glass in a panic. He orders you to take the core to the shuttle immediately, but as he does, a large Brute necromorph rushes at him from behind!



The Brute savagely pounds on Hammond, and you're helpless to stop it. Before you know it, Hammond is a bloody mess on the floor and the Brute breaks through the glass wall!



Switch to your most powerful weapon immediately and reload. Slow the beast down as he enters the room, then sprint past the half-frozen creature. Circle around to the necromorph's rear, and open fire with everything you've got.

Take the diamond semiconductor the dead Brute dropped, then backtrack out of the engine room.





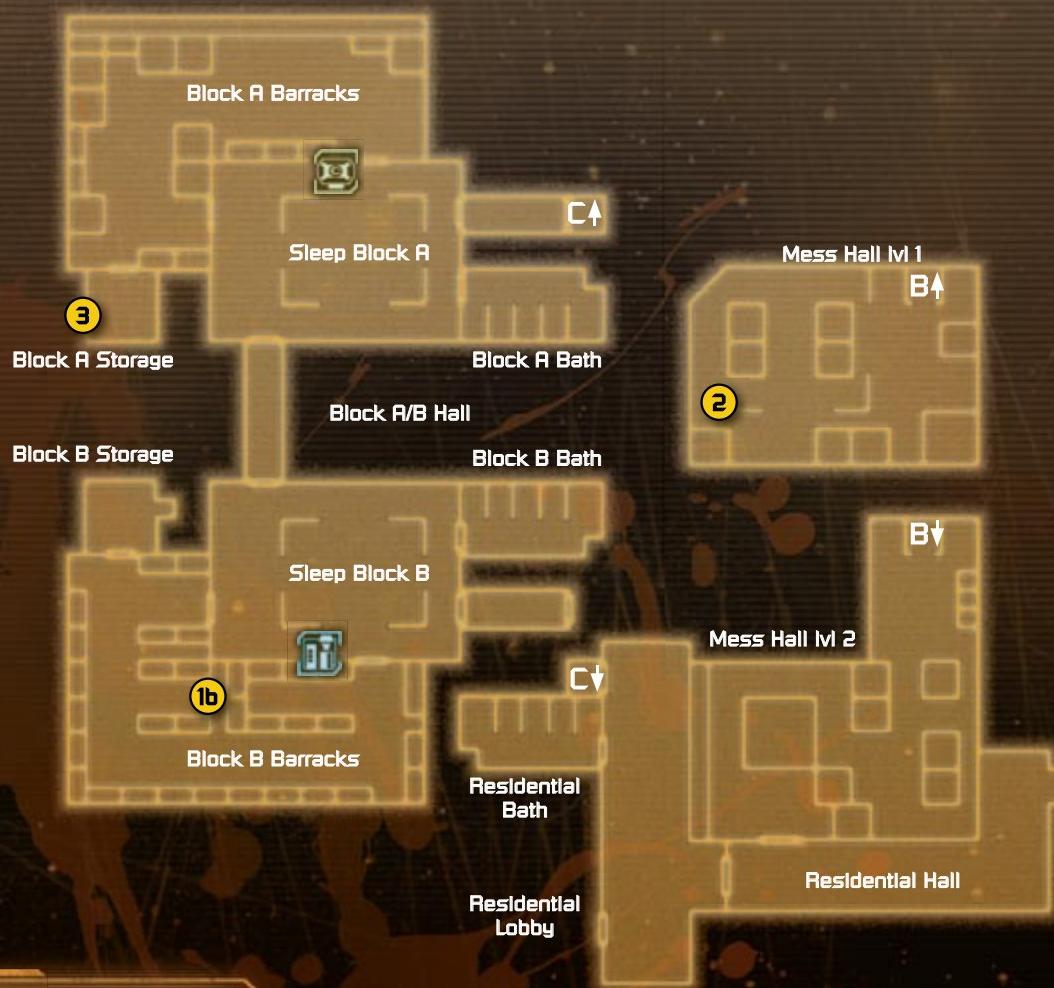
After crossing the storage bay, obliterate the final necromorph in the storage bay hall with a few quick blasts, then rush into the tram.



Stop to replace the power cell in the elevator leading to the lower deck, then float back across the zero-gravity weapons bay.



# MISSION 10: END OF DAYS



## Mission Prep

- 1 Find the crew key
- 2 (Objectives 2a-2c) Find the navigation cards
- 3 Fix climate control
- 4 Repair the shuttle
- 5 Release the shuttle
- 6 Go to the flight deck



## Repairman

With Hammond gone, Kendra has to locate the shuttle. When she does, she finds that it's missing its navigation cards. The three cards are scattered around the deck, so find them to get the shuttle up and running.

First, however, you must find the crew key. Without it, you can't get into the area where the nav cards are stored.

Break the crate in the niche on the left, then follow the small lantern-lit walkway into the next room, the Level 1 commons. Open the storage units on the common's walls and bust the crate on the ground, then use the store kiosk on the far right wall to update your inventory.



In the next hall, you can see Dr. Mercer behind a pane of glass, inside the mess hall. He's holding the acting chief of engineering, Mr. Temple, hostage. Before you can rush down the hall and into the mess hall, Mercer runs a large spike through Temple's skull!



With his "work" done, the deranged doctor calmly walks away. Follow the hall left and enter the mess hall through the hatch on the right. Saunter to the mess hall's far right corner, opening green-light crates as you go, and take the lift in the corner to the bottom level.



As the lift takes you down, raise your weapon and brace yourself for battle. When the lift stops, two Divider necromorphs attack! Cut them down, then speed past them as the parts crawl out of the Dividers' bodies. Turn around and shred the body parts before they swarm you.



Ride the lift in the corner to the commons' top level and grab the text log lying on the floor. Save your progress at the save station, then go through the hatch at the hall's end.



**TIP**

There's an upgrade bench in the hall. If you've got a few power nodes, use them now.

Scour the

lower-level mess hall for storage crates, then take the crew key from the footlocker in the far left corner.

### CAUTION

**Be careful as you approach the footlocker. The torso hanging on the wall may seem harmless, but if you get too close, it'll lash out at you.**



Grab the power node from the wall storage unit, then take the lift back to the top level. As you exit the mess hall, Kyne contacts you again, asking that you meet him at the security station after you've located all three nav cards.



Exit the mess hall and turn right into the residential lobby. Edge out to the corner and turn left. Stay out of the hall, behind the corner, and peek around to blast the Slasher that ambles in your direction. Drop it to the ground,



then open fire on the Guardian necromorph on the far wall. Once the necromorphs are dead, duck into the restroom on the left and take the loot from the wall storage unit near the stalls.

Exit back into the hall, and go through the door on the hall's far left end. Use the crew key to open the "Sleep Block A" door and take the elevator to the lower-level "Sleep Block A" commons.



Save your progress at the save station and enter the bunks room. When you do, a huge tentacle whips out from the depths of the room and yanks you off your feet!



Carefully aim at the tentacle's orange sac as it drags you away, and shoot it. But don't waste ammo by firing wildly. Instead, wait for the tentacle to coil, then shoot it while it's slowed down. Grab all the items scattered about on the floor, and go into the storage room.

Use kinesis to pull down the magnetic lock and override the door lock. Walk back out to the bunks room and blast past the Slasher that attacks. Leave the bunks room, cut across the main commons, and go to Sleep Block B.

# DEAD SPACE

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Sleep Block B's atmospheric controls are down, so the room is a frozen vacuum. Your oxygen tank activates when you enter the room. Turn left as you enter and open fire on the two necromorphs in the frozen room. Shoot the legs out from under the Pregnant necromorph, then take out its blades or head to kill it without



releasing the swarm. Two of the Slasher necromorphs—one normal and one of the tougher Slashers—sprint toward you. Cut their legs from underneath them, and sprint away.

Stop by the oxygen recharge station and replenish your tank. Dash into the room labeled "Sleep Block B Bunks" and turn left. Hit the necromorphs with a stasis blast, and run past them. Turn left again to find the nav card on the floor; grab it and rush out of the bunk room through the next door.

Backtrack toward the main commons room and save your progress. Just as you enter the hall outside the mess hall, several of the Exploder necromorphs stumble from the corridor's vents. Pop their sacs as they stumble



out of the vent, then storm past the vent and return to the main commons. Take the lift back down to the lower level and go through hatch labeled "Sleep Block C."

A Slasher waits to attack you in the hall. Cut it down just after entering and turn right. Go through the door labeled "Zero Gravity Basketball." Empty the lockers and wall unit, and pick up the Level 5 suit schematic near the lockers.

## TIP

With the Level 5 suit schematic in your pocket, backtrack to the store kiosk in the main commons and upgrade your RIG before returning to the zero-gravity basketball locker room.



Enter the zero-gravity court and float onto the second hardwood pad. Grab the nav card on the floor and open fire on the Lurker necromorphs moving about. Take advantage of the zero-gravity environment, and float away from the little Lurkers as they approach; then turn back around and blast them from afar.

**TIP**

Like the shooting gallery before this, the zero-gravity basketball courts not only offer you a much-needed break, but they also grant you a few free items if you do well. To play zero-gravity basketball, jump onto the lighted platform and use kinesis to shoot the ball into one of the four holes at the court's end. During the first few levels, the four "hoops" will remain open and unblocked, making it easy to score points.

During the later levels, plastic panels will occasionally block the hoops. Score multipliers by shooting only from the lighted floor panels and scoring in the hoops with the four lit lights. If the hoop's lights are not active, wait until they turn back on again before shooting. From a distance, aim low into the hoop so that the ball floats upward and into the middle of the hoop. The prizes are as follows:

**Level 1: Ammo**

**Level 2: Ammo**

**Level 3: Med pack**

**Level 4: Credits**

**Level 5: Ruby semiconductor**



Stop in the hall to save your progress at the save station, then proceed into the Block C commons.

As you enter, a large vid screen at the room's center broadcasts one of Doctor Mercer's maniacal rants about the Marker. Ignore the video as it loops over and over; instead, aim at the pod creatures in the room. Blow off their tentacles and go into the Block C bunk room.



The bunks in the room are arranged in a backward F-formation. Use kinesis to shift the bunks around and clear a path toward the room's opposite side. Begin by sliding the two bunks right along the wall (the long line in the F-formation). This creates a gap for the horizontal line of bunks. Slide the bunk along the first horizontal line in the F-formation into the gap, creating a path leading deeper into the room. Now, while between the two horizontal lines in the F-formation, turn around and move the bunk outside of the gap and lock yourself inside. Grab the ruby semiconductor in this gap, then slide the other bunks along the wall, back toward the room's rear, creating another gap for the next line of bunks. Finally, slide the horizontal bunks into the gap, opening a path to the room's other side.

**TIP**

There is a locked storage room at the room's rear. Use a power node to open it, and take all the ammo and credits inside.



Leave the courts and use the crew key to unlock the door labeled "Sleep Block C."

# DEAD SPACE

PRIMA Official Game Guide



Circle left around the room and move the bunk in your way to the right.



Pick up the final nav card from the corner and turn around immediately. Doctor Mercer's Hunter necromorph storms into the room behind you. Aim low and cut it down, then remove its other limbs quickly. While it's on the ground regenerating limbs, blast it with a stasis shot and run back through the maze of bunk beds.



Turn back around to face the room's opposite side, and drop Mercer's Hunter behind you. You've got to escape,

but your exit is locked. Hold position in the room until Kendra can open the door for you.

Move from corner to corner until Kendra comes through your RIGlink and gives you the go-ahead to move into the next room. When she does, hit the remaining enemies with a stasis blast, then sprint toward the door labeled "To Main Commons."



In the hall, turn around again to slow any enemies that gave chase. Hop on the elevator and sprint back to the main commons.



Leave the bunk room and go back to the Sleep Block C main room. Destroy the Slasher necromorph and the small tentacled Lurker, then rush across the room.

## The Rising Dead



While you were gone, several of the Infector necromorphs began to bio-recombinant the corpses in the main commons! Now all the dead bodies that littered the area begin to get up as two Infector necromorphs jump from dead body to dead body.

Blast through the first few Slasher necromorphs as you sprint toward the Infectors. Open fire on the Infectors to keep them from creating more Slashers, and put an end to them quickly!



Slow the other necromorphs with stasis blasts, and shred them as the Infectors move around the room.



With the coast clear, visit the store kiosk and sell your ruby semiconductors. Take the lift in the corner to the second level, and save your progress before entering the security room and meeting Dr. Kyne face-to-face, through a plate of glass. In the security room, Dr. Kyne shows you footage of the planet just as it was cracked. A large alien creature juts out of the planet's surface and wreaks havoc on the people below!

He says it's called the Hive Mind, and it is behind everything that has happened. The Hive Mind is controlling the other necromorphs telepathically, and the only way to stop it is to place the Marker back on the planet's surface. Convinced, you resolve to help Kyne replace the Marker.



Turn right and approach the door across the hall. Reload your weapons and slide the door open. Several Pregnant necromorphs are stalking the next room. Blow them all back, bursting their stomachs open.

### TIP

You can also use stasis on the pregnant necromorphs and take out their legs. They will be slower, which will allow you to deal with them one by one.



Slow the spawn creatures that emerge and speed past them. Turn around and either burn them with your Flamethrower or drop a mine near them to obliterate them simultaneously. Leave them behind and enter the next hall, which leads to the main shuttle bay. Save your progress just before entering the bay.

Scour the shuttle bay to find storage crates and other containers full of helpful items; then go into the shuttle and place the nav cards. Once the cards are in place, exit the shuttle and go into the control room on the bay's left.



Activate the shuttle's engines to make sure the cards are working. When you do, the shuttle's boosters fire and the area behind the shuttle comes alight with a bright orange flame and then they shut down—the engines work!



Unfortunately, you have no time to celebrate. Just as the engines fire successfully, the Hunter necromorph appears behind you in the control room! Turn around and blast it back. Blow off its limbs and leave the

control room immediately. While the Hunter regenerates its limbs, open fire on the other necromorphs now stalking the shuttle bay. Blow off their legs first, then slow them down. Don't waste fire trying to destroy them all at once; instead just drop them and move away.

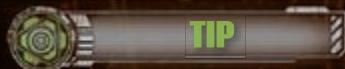
Luckily the bay is a large square, allowing you to run away from your enemies and circle around the area. Turn occasionally to keep the monsters at bay, and lead them back around the bay toward the shuttle's rear. Just as you're about to cross the shuttle's boosters, turn around and blow off the Hunter's and other necromorphs' legs. Follow it up with a stasis shot to slow them down, then rush into the control room and fire up the shuttle's engines to cook them in their place!



After destroying the creatures in the bay, use the other control console to release the shuttle's docking clamps. When you do, Kyne takes the shuttle from the bay to the flight deck, where the Marker is being held. He asks that you meet him in the flight deck to help him load the Marker on the shuttle, so exit the control room.



While you're en route, Kendra contacts you with concerns about Kyne. She's not sure if he's to be trusted or not, but for now, you've no other choice. Stop by the Hunter's corpse to pick up the power node it dropped, then leave the bay.



**After leaving the bay, backtrack to the security room where you recently met Dr. Kyne. The room is now unlocked for you to pick up some goodies.**

Back in the large red room where you encountered the Pregnant necromorphs, examine all the side rooms and offices to find several useful items. While you ransack the area, Mercer contacts you via RIGlink. He continues preaching about how this is the next natural step for mankind and ends his crazed sermon by sacrificing himself to an Infector necromorph!



Once you're done cleaning out the rooms, head back to the security hall. Exit the hall back into the main

commons and destroy the two Infectors that have taken residence in the top level.

Take the lift back to the lower level and backtrack to the tram.

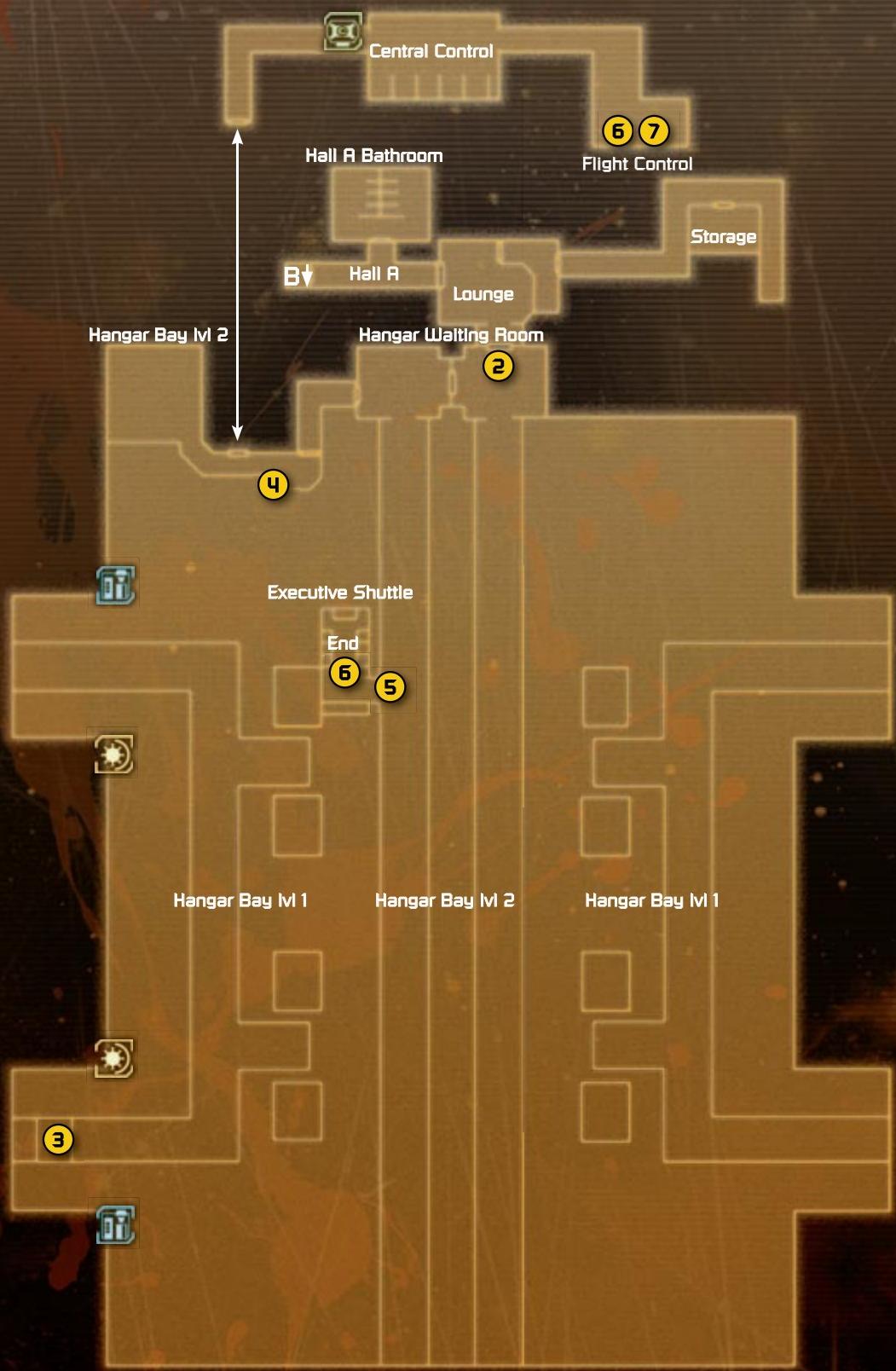




# DEAD SPACE

PRIMA Official Game Guide

## MISSION 11: ALTERNATE SOLUTIONS



**Legend**

	Bench
	Oxygen
	Save

	Schematic
	Stasis Recharge
	Store

**Mission Prep**

- 1 Transfer the Marker
- 2 Meet Kyne at the hangar bay
- 3 Move the Marker under the shuttle
- 4 Restore gravity to the hangar bay
- 5 Meet Kyne at the shuttle
- 6 Meet Nicole in the flight control room
- 7 Remote-pilot the shuttle
- 8 Fly the shuttle to the colony

## Rendezvous

Step off the tram as you reach the hangar bay, and Kyne will contact you to meet him in the cargo bay. Break open the storage crate near the waiting room nearby, then stop at the store and upgrade kiosks to update your inventory and equipment.

Open the hatch on the left. Just as you do, an Exploder necromorph leaps into a shaft above the hall. Don't bother wasting ammo on it. It's too fast and will be in the vents before you can reload. Instead, go down the hall and save your progress at the save station near the end.



Before activating the console on the walkway, clean out the lockers at all four corners of the cargo bay. Take the power node from the wall unit in the far left corner; then walk to the cargo control console.



Activate the control panel, and the Marker slowly rises from the containment bay below. Grab the Marker with your kinesis and pull it onto the rails lining the outside of the catwalk. Once the Marker is out of the containment



Take the lift in the corner to the lower-level catwalks. Shred the Pregnant necromorph before it gets too close, then open the two lockers nearby. Turn left to face the cargo bay catwalks and blow up the Exploder necromorph as it approaches.

Focus on the necromorphs on the walkways first. After dispatching them, aim at the tentacle on the right and burst its orange sac. Use the surrounding walkways to keep a safe distance from the necromorphs.



Go to the hall's end and enter the cargo room.





After destroying the tentacle on the right, resume moving the Marker down the rails to the cargo bay's other side.

A second wave of necromorphs and another tentacle appear when you're about halfway down the bay. Slow them with a stasis blast, and tear a hole through the mob. Shred the necromorphs with your weapon, then rush past them to the bay's other side.



Destroy the second tentacle, and finish moving the Marker into position across the bay.

Once the Marker is in place, the cargo lift automatically moves it up into the hangar bay. Rush up the catwalk and blast past the necromorphs in your way. Knock them off their feet with a few blasts of your weapon and speed back to the lift.



Exit the cargo bay, stopping to save along the way, and return to the tram station. At the station, turn left into the door labeled "Flight Lounge."



Go through the hall to the flight lounge, and turn right toward the landing bay. As you do, the doors will lock and a group of Slasher necromorphs will drop in behind you. Drop the first two as you move forward, toward the room's rear.



When you reach the opposite wall, near the save point, turn around and slowly begin walking around the room's edge. Pick off the Slashers as they pour into the room from the surrounding vents. Use stasis to slow enemies closer to you, and keep your aim low to blow off the creatures' legs.

# DEAD SPACE

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## TIP

Because the room is small, necromorphs can quickly surround you if you're slow to react. Use weapons with a wide attack range, like the Line gun or the plasma rifle's secondary attack mode.

## TIP

There are two lockers near the control console and three wall storage units on the bottom floor. Open them all to find several more useful items.



Save your progress after the lockdown has been lifted, then exit the lounge. Wait in the docking bay as Kyne flies the shuttle in and lands.



The automatic loading procedures are offline, so you must turn off the gravity in the loading bay and

manually load the Marker onto the shuttle. Backtrack out of the docking bay and turn left into the control room. Walk up the passage until you reach the gravity control panel, and turn off gravity in the second loading dock.

After doing this, float down to the bay floor, landing just beneath the shuttle.



Walk to the loading bay's far right corner and engage the little Lurker necromorphs in battle. Slowly stalk across the bay, blasting off the creatures' tentacles as you go. Sidestep their attacks, and keep moving forward until you've destroyed them all and reached the Marker in the corner.



Lock on to the Marker with kinesis and pull it out of the corner, onto the tracks. Bring the Marker around the first corner and stop just before reaching the small yellow and black junction in the tracks. Use the computer switch near the junction to turn the junction around, then move the Marker onto the junction and up into the small track jutting off the main track. Next, switch the junction back to its original position. Before moving the Marker farther down the track, use kinesis to grab the explosive canisters nearby. Turn toward the Leaper necromorphs and blow them up as they approach.



Switch the second track junction around to receive the Marker, then resume moving the Marker down

the tracks. Move it into place, and turn around to open fire on the next wave of necromorphs that infiltrate the loading bay. Float back up to the control panel on the walkway above and reactivate the gravity panels.



As you approach Kyne, you hear a gunshot and see a spurt of blood burst from his chest. He's been killed!



Kyne falls to his death, and the shuttle slowly begins to lift off. Someone has taken control of the shuttle as well. Everything is falling apart...



With the gravity back online, Kyne is ready to rendezvous with you in the main docking bay. Backtrack to the main docking bay quickly!



Just when everything seems to have gone horribly wrong, it gets worse. Kendra Daniels contacts you via RIGlink. She was behind Kyne's death and is now currently piloting the shuttle back to Earth. She's been working with the government all along!



Stay near the doorway and destroy the Guardian necromorph on the opposite wall. Drop a mine just in front of it and sever its tentacles as they whip about.



Kendra confesses that the Marker was never a "divine relic" to begin with. It was a man-made artifact, an experiment! It was fashioned after a real alien relic found hundreds of years ago on Earth, but this is a reverse-engineered copy. When the CEC began mining the planet, they unleashed the Hive Mind by removing the Marker.

When Kendra is done boasting, Nicole breaks the transmission. She calls you from the control room and asks that you meet her there. Rush back to the control room, and turn right at the gravity control station. Take the elevator on the right to the control room and blast through the pod creatures on the ground.



Open all the locked wall units and storage crates nearby, then storm into the control room where Nicole waits. Use the control panel to her left and override the shuttle's controls. This calls the shuttle back to the *Ishimura*. Kendra is not pleased. She escapes in a pod as the shuttle returns to the mining ship.



## TIP

There is a power node in a nearby wall unit and a diamond semiconductor in the corner of the control room. Grab them both before leaving.



Once the shuttle has returned and automatically docked in the bay, rush back down to the docking bay. Shred the necromorphs in your way and make a mad dash into the shuttle! Enter the cockpit. Finally reunited with Nicole, the two of you take the shuttle, with the Marker in tow, back down to the planet's surface.





# DEAD SPACE

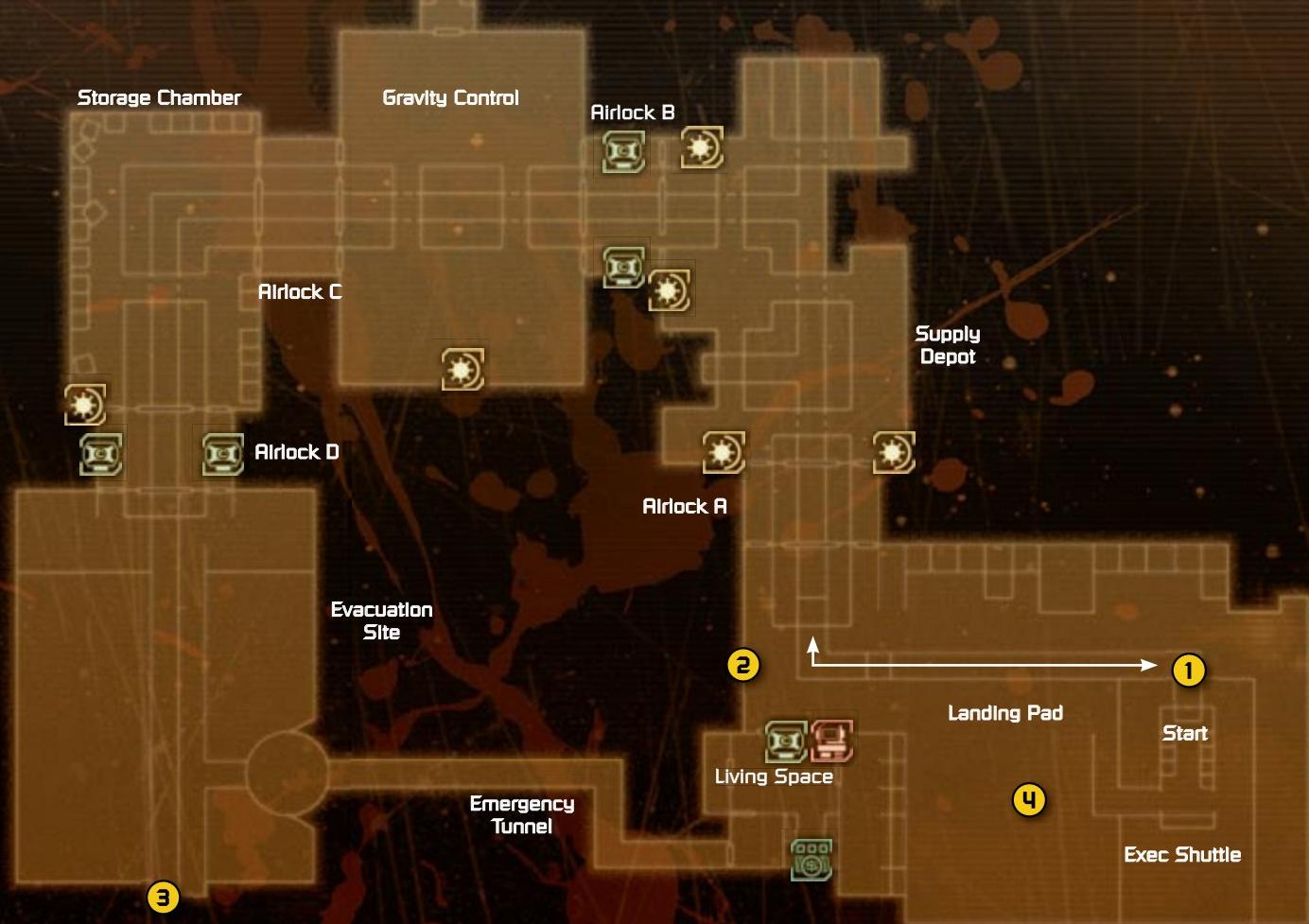
PRIMA Official Game Guide

## MISSION 12: DEAD SPACE



### Mission Prep

- 1 Bring the loader to the shuttle
- 2 Open the supply depot door
- 3 Take the Marker to the pedestal chamber
- 4 Return to the shuttle



## Restoration

Exit the shuttle and use kinesis to pull the loader toward the shuttle. Slide it across the rails toward the shuttle and set it in place. Next, activate the control console on the left, and the Marker is automatically off-loaded onto the tracks.



Leave the Marker on the loader for now and trundle across the landing pad into the living quarters. Save your progress at the save station, then turn right into the gravity tether computer room. Inside are two winged Infector necromorphs. Destroy them quickly before they escape from here and infect the corpses in the main room.



Open all the storage crates in the room, then grab the power cell. Guide it out of the computer room, through the main room, then back out onto the landing pad. Drop the cell as you exit back onto the landing pad, and raise your weapon. Locate the Divider necromorph on the right and chop off its legs. It will divide as it falls to the ground; when

it does, shred the necromorph's body parts before they pounce on you!

Pick up the power cell again and slip it into place on the left. The cell provides power to the supply depot door.



Go back to the Marker and begin sliding it toward the supply depot door. Slide the large obelisk into place,



then step into the room on the left and activate the computer console inside. Pull the Marker into the next room, and rush into the depot's next section.

Upon entering the next section of the depot, the computer detects a dangerous anomaly and locks down the doors. Necromorphs begin rushing into the room. Sprint to the deck's opposite corner and turn around to locate the necromorphs.



Hold position in the corner and turn from left to right, destroying the necromorphs as they approach.

# DEAD SPACE

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If the necromorphs surround you, sprint across one of the bridges. Raise the bridge after crossing and strand the necromorphs on the shuttle depot's other side. Keep a steady stream of fire across the depot and destroy the remaining necromorphs in the bay.



Raise the bridge, slow it with stasis, then quickly drag the Marker with your kinesis ability. Slide it into place near the next large depot doors, and go into the control room on the left. Activate the shutter control and move the Marker into the depot's next section.



Once the chamber is empty of all enemies, approach the Marker near the bridge. Raise the bridge, then hit it with a stasis blast. The bridge momentarily slows, allowing you to pull the Marker across it.



## TIP

**There is a stasis recharge station across the near bridge.**



In the next room are two Guardian necromorphs hanging on the far right wall. Take cover behind the pillar on the chamber's far left and open fire. They'll launch several little pod necromorphs at you, but the pillar will provide decent cover from the pods' projectile attacks. Destroy the pods, then sprint out to the chamber's center and take the fight to the Guardians. Strafe left and right as you target their tentacles.



Rush across the other bridge, but don't move the Marker yet. Instead, reload your weapons and blast the approaching Lurker necromorphs. After dispatching the tentacled creatures, grab the ruby semiconductor in the corner, then continue moving the Marker deeper into the depot.



Drop a mine in front of each Guardian as you cross the bridge toward them. Finish off any new pod creatures, then use the store kiosk on the left to sell your semiconductors and purchase more ammo. Empty the lockers in the chamber, and refill your stasis module at the recharge station.



The bridge control panels aren't active, so leave them behind for now. Instead, go through the large hatch between the two dead Guardians.



After lowering the power switch, the fans inside the tunnel turn on!



Backtrack up the tunnel and stop before running headlong into a spinning fan. Slow it down with stasis, then quickly launch yourself past it while it's slowed.

Several more necromorphs have taken residence in the tunnels and wait for you to approach. Conserve your ammo and just float past them. Slow the second fan and jump past it, returning to the tunnel entrance.



The hatch leads to a series of zero-gravity tubes. The power is out, allowing you to amble down and around the

large tubes. Creep forward with your weapon raised. When the Leaper necromorph comes into view, open fire and blow off the creature's arms. Follow the long, winding tunnel to its end, obliterating necromorphs as you go.

Float across the large square opening near the tunnel's end, then hop down onto the tunnel's main floor. Open the footlockers lining the tunnel's end, and use kinesis to activate the power control console.



Before exiting the tunnel and returning to the depot chamber, reload all of your weapons and recharge your stasis module with a stasis pack. Once reloaded and ready, rush out into the chamber and immediately slow the charging Brute with a stasis blast.



**TIP**

There are several green crates floating in the tunnel. Blast them open, and use kinesis to grab the items inside.

# DEAD SPACE

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Circle behind the slowed creature and unleash everything you've got on the necromorph's back. If you miss with the stasis blast or cannot finish it off quickly, sprint across the bridge and recharge your stasis module.

Slow it down a second time, then reload and unload on the Brute to finish it off.

With the Brute destroyed, resume transporting the Marker across the depot. Raise the bridges, slow them with stasis blasts, and slide the Marker over while the bridges are raised.



Save your progress at the save station, then walk into the control room on the left. Activate the control console and wait for the Marker to be automatically transported into the final chamber before reaching its pedestal.

The next chamber is empty of all enemies but is rich in helpful items. Empty all the footlockers here, then move the Marker down the tracks.



Activate the final shutter control panel, and rush out to the planet's exterior. Open the nearby footlockers and reload your weapons. Grab the Marker one more time and slide it up to the track's far end. Rush up the catwalk on the track's left

and continue pulling the Marker. As you go, blow up the tentacles that rise from the chasm on the left by bursting the orange sacs.

Upon reaching the catwalk's end and destroying all three tentacles in the chasm, turn around and face the walkway's far end. Wait for the necromorphs to begin charging at you and chop them all down. Once the necromorphs stop charging, activate the loader console behind you and place the Marker back where it belongs.

## TIP

Placing the marker on the pedestal will destroy any remaining necromorphs, saving ammo if you can make it there without killing them all.

**Whole Again**

The Marker slides into place on its pedestal, and a bright orange flame shoots up into the sky. Through the bright orange hue, you can see a dark feminine silhouette. It's Nicole, grateful to you for making her whole again.

But before you're reunited once and for all, she disappears in a radiant explosion of light.

The decontamination room to the Marker's left opens up. Step inside and the chamber's protective shell rises while the gasses cleanse you of contaminants. When the shell drops back down, however, you see Kendra Daniels on the other side of the glass wall!



She's removing the Marker from the pedestal, undoing everything you've done!



You can't stop her, as you're locked in the decontamination chamber. With no course of action, you can only listen as Kendra prompts you to finish watching Nicole's first message. When you do, you realize a horrible truth.



Just then, the door behind you opens, granting you access to a route leading back to the shuttle. Forget about Nicole for now; you must leave the planet! Go down the hall behind you and grab the power node from the wall unit.

Break open all the storage crates in the hall and take everything you can.

Clean out the storage room en route and

keep going. When you reach the room just before the landing pad, stop by the store kiosk to stock up on Med packs and ammo for your favorite weapons. Use the bench to upgrade your RIG and weapons, and save your progress at the save station.

**TIP**

**Put the flamethrower and force gun in the safe, they're basically worthless at this point. Equip the line gun, contact beam, pulse rifle, and trusty plasma cutter. Stock up on ammo for all of these, and use the rest of your inventory slots for health packs. No need to worry about stasis, air packs, or anything else.**



Leave the room and sprint toward the shuttle. As you do, the floor beneath you begins to shake, and you stumble.

You fall to the ground in time to see that Kendra has beat you to the shuttle! As fast as she is, even she cannot outrun the large tentacle that whips out from the chasm on the right. It lashes out at her and knocks her to the ground before she can escape. The tentacle whips her to the ground and smashes her against the wall of the building, killing her.

# DEAD SPACE

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You stumble to your feet in time to see the tentacle whip down and around you, creating a barrier and blocking you from the shuttle. Suddenly, you see what the tentacle is connected to. The Hive Mind quickly bursts out of the chasm like a ship taking off into the night sky. The Hive Mind hovers over you for a second, then quickly turns on you, looming above and blocking the sky like a terrible cloud.



TIP

For more details and strategy regarding the Hive Mind, see chapter 3.



Open fire on one of the five orange eyes surrounding the Hive Mind's mouth. Like the tentacles' orange bulbs or the Exploder necromorph's orange sacs, the Hive Mind's weak spots glow orange.



Strafe from side to side, dodging the Hive Mind's tentacle attacks. Use kinesis to grab one of the nearby explosive canisters, and wait for the monster to get closer again. When it brings its face closer to you, launch the canister at one of the other eyes to burst it. Continue moving from side to side, dodging attacks and blowing up the creature's eyes until you've destroyed three of the five.

Once the creature is down to two eyes, its tentacle picks you up by your foot and suspends you upside down, threatening to toss you into its mouth.



TIP

An alternate approach would be to not destroy eyes one after the other. Instead, cycle through each of them, dealing out some damage to each. That way, when you destroy three of the five eyes, you will already have dealt damage to the remaining two. This is the best way to survive the upside down shooting, which is quite challenging. If you have already weakened the remaining two eyes you have a much better chance. Also, save your plasma cutter ammo for this stage. The upside down aiming, combined with the distance the shot has to travel, and the movement as you're shaken about, make it tough to gauge where your shot will hit if you use a weapon that doesn't have an instant projectile. So the plasma cutter and contact beam are the best ones in this stage.



You are inverted, so carefully aim at the beast's two remaining eyes and open fire only when you've got a clear shot. Burst the creature's final two eyes, and it drops you back on the landing pad floor!



The Hive Mind's eyes are burst, but it's not dead yet. The creature's chest cavity opens, exposing five orange sacs near its heart. Just as before, carefully aim and begin bursting the beast's weak spots. Refrain from using explosive canisters. As soon as you pick them up, the Hive Mind's tentacles will whip them and detonate them before you can release them.

Instead, keep moving and fire on the sacs. When the chest cavity closes again, sprint around the landing pad and grab the ammo and other items scattered about. Wait for the cavity to open again, then resume your attack until you burst all five sacs.



As the Hive Mind falls, the tentacle blocking your path to the shuttle falls with it. Run up the ramp into the shuttle and get off the planet! As you break through the planet's gravitational pull, you can see the crack created by the *Ishimura*.



Finally, in the dead of space, you're alone again. You've accepted the truth behind Nicole's fate and are slowly drifting back home. You're heartbroken, but at least you're safe...or are you?



# BENEATH THE MARKER...

The following pages contain information on Achievements, Trophies, secrets, and unlockables!

## Xbox 360 Achievements

Achievement Name	Achievement Description	Achievement Value	Achievement Name	Achievement Description	Achievement Value
1 Dead on Arrival	Complete Chapter 1 on any difficulty setting	20	25 Armstrong	TK shoot 50 objects	10
2 Lab Rat	Complete Chapter 2 on any difficulty setting	20	26 Playing Catch	TK catch a Brute or Leviathan Pod	10
3 All Systems Go	Complete Chapter 3 on any difficulty setting	20	27 Kickin' it	Defend the Lurker grab attack 10 times	10
4 Cannon Fodder	Complete Chapter 4 on any difficulty setting	20	28 Marksman	Dismember 5 Limbs	5
5 True Believer	Complete Chapter 5 on any difficulty setting	20	29 Surgeon	Dismember 500 Limbs	20
6 Greenhouse Effect	Complete Chapter 6 on any difficulty setting	20	30 Butcher	Dismember 1000 Limbs	40
7 S.O.S.	Complete Chapter 7 on any difficulty setting	20	31 Freeze	Use Stasis on 50 Enemies	15
8 Strange Transmissions	Complete Chapter 8 on any difficulty setting	20	32 Crackshot	Achieve a perfect score in the Shooting Gallery	5
9 Wreckage	Complete Chapter 9 on any difficulty setting	20	33 Don't get cocky, kid	Survive the ADS Canon with over 50% Shield strength remaining	10
10 Keeper of the Faith	Complete Chapter 10 on any difficulty setting	20	34 Air Alert	Zero-G Jump over 100 times	10
11 Betrayed	Complete Chapter 11 on any difficulty setting	20	35 One Gun	Beat the game using only the Plasma Cutter	40
12 Exodus	Complete Chapter 12 on any difficulty setting	20	36 Brawler	Kill at least 30 enemies with a melee attack	10
13 Epic Tier 3 Engineer	Complete the game on the hardest difficulty setting	150	37 Maxed Out	Upgrade all weapons and equipment	75
14 Survivor	Complete the game on any difficulty setting	50	38 Ragdoll Check	Force an enemy into a gravity panel 5 times	5
15 Brute Force	Kill a Brute	15	39 Big Spender	Spend 300,000 credits at the store	10
16 Exterminator	Kill the Leviathan	15	40 Slugger	Kill the Slug Boss with more than 50% Shield strength remaining	10
17 Get off my ship!	Kill the Slug Boss	15	41 Full Contact	Kill 30 enemies with the Contact Beam	10
18 Mindless Prey	Kill the Hive Mind	30	42 A Cut Above	Kill 30 enemies with the Ripper	10
19 Pack Rat	Store 25 Items in Safe	10	43 Tool Time	Kill 30 enemies with the Plasma Cutter	10
20 Story Teller	Collect 75 Logs	20	44 Pusher	Kill 30 enemies with the Force Gun	10
21 Legend Teller	Collect 150 Logs	40	45 Live With The Hot Ones	Kill 30 enemies with the Flamethrower	10
22 Full Arsenal	Owning every Weapon in the game	30	46 Autofire	Kill 30 enemies with the Pulse Rifle	10
23 Z-Baller	Complete Level 6 in Zero-G Basketball	5	47 Eviscerator	Kill 30 enemies with the Line Gun	10
24 Merchant	Collect 5 schematics	10	48 There's Always Peng	Find the Peng Treasure	15
<b>Total</b>					<b>1000</b>

### NOTE

The orange Achievements are secret Achievements.

## PLAYSTATION® 3 Trophies

	Trophy Name	Trophy Description	Trophy Value
1	Dead on Arrival	Complete Chapter 1 on any difficulty setting	Bronze 15
2	Lab Rat	Complete Chapter 2 on any difficulty setting	Bronze 15
3	All Systems Go	Complete Chapter 3 on any difficulty setting	Bronze 15
4	Cannon Fodder	Complete Chapter 4 on any difficulty setting	Bronze 15
5	True Believer	Complete Chapter 5 on any difficulty setting	Bronze 15
6	Greenhouse Effect	Complete Chapter 6 on any difficulty setting	Bronze 15
7	S.O.S.	Complete Chapter 7 on any difficulty setting	Bronze 15
8	Strange Transmissions	Complete Chapter 8 on any difficulty setting	Bronze 15
9	Wreckage	Complete Chapter 9 on any difficulty setting	Bronze 15
10	Keeper of the Faith	Complete Chapter 10 on any difficulty setting	Bronze 15
11	Betrayed	Complete Chapter 11 on any difficulty setting	Bronze 15
12	Exodus	Complete Chapter 12 on any difficulty setting	Bronze 15
13	Epic Tier 3 Engineer	Complete the game on the hardest difficulty setting	Gold 90
14	Survivor	Complete the game on any difficulty setting	Silver 30
15	Brute Force	Kill a Brute	Bronze 15
16	Exterminator	Kill the Leviathan	Bronze 15
17	Get off my ship!	Kill the Slug Boss	Bronze 15
18	Mindless Prey	Kill the Hive Mind	Bronze 15
19	Pack Rat	Store 25 Items in Safe	Bronze 15
20	Story Teller	Collect 75 Logs	Bronze 15
21	Legend Teller	Collect 150 Logs	Silver 30
22	Full Arsenal	Own every Weapon in the game	Silver 30
23	Z-Baller	Complete Level 6 in Zero-G Basketball	Bronze 15

	Trophy Name	Trophy Description	Trophy Value
24	Merchant	Collect 5 schematics	Bronze 15
25	Armstrong	TK shoot 50 objects	Bronze 15
26	Playing Catch	TK catch a Brute or Leviathan Pod	Bronze 15
27	Kickin it	Defend the Lurker grab attack 10 times	Bronze 15
28	Marksman	Dismember 5 Limbs	Bronze 15
29	Surgeon	Dismember 500 Limbs	Bronze 15
30	Butcher	Dismember 1000 Limbs	Silver 30
31	Freeze	Use Stasis on 50 Enemies	Bronze 15
32	Crackshot	Achieve a perfect score in the Shooting Gallery	Bronze 15
33	Don't get cocky, kid	Survive the ADS Canon with over 50% Shield strength remaining	Bronze 15
34	Air Alert	Zero-G Jump over 100 times	Bronze 15
35	One Gun	Beat the game using only the Plasma Cutter	Gold 90
36	Brawler	Kill at least 30 enemies with a melee attack	Bronze 15
37	Maxed Out	Upgrade all weapons and equipment	Gold 90
38	Ragdoll Check	Force an enemy into a gravity panel 5 times	Bronze 15
39	Big Spender	Spend 300,000 credits at the store	Bronze 15
40	Slugger	Kill the Slug Boss with more than 50% Shield strength remaining	Bronze 15
41	Full Contact	Kill 30 enemies with the Contact Beam	Bronze 15
42	A Cut Above	Kill 30 enemies with the Ripper	Bronze 15
43	Tool Time	Kill 30 enemies with the Plasma Cutter	Bronze 15
44	Pusher	Kill 30 enemies with the Force Gun	Bronze 15
45	Live With The Hot Ones	Kill 30 enemies with the Flamehtrower	Bronze 15
46	Autofire	Kill 30 enemies with the Pulse Rifle	Bronze 15
47	Eviscerator	Kill 30 enemies with the Line Gun	Bronze 15
48	There's Always Peng	Find the Peng Treasure	Bronze 15
	Concordance Officer	Collect all Trophies	Platinum 0



## Secrets and Unlockables

### Find the Peng

Peng is a treasure found in the Hangar Bay in between the two walkways. As you leave the Kellion for the first time, look over the railing to your left. There is a small statue lying on the ground. You need kinesis to get it, so you can't grab it until Chapter 11.



Item	How to Unlock
Military suit	Beat the game on any difficulty level
Backstory logs	Beat the game on any difficulty level
50,000 credits	Beat the game on any difficulty level
10 power nodes	Beat the game on any difficulty level

### Impossible Mode

Beat the game on any difficulty, save your game, and start a new game. Choose Impossible mode, then play until you save your game at a kiosk (in a new slot if you like). The important thing to note is that Impossible mode will not remain unlocked if you do not save a game that is playing in Impossible mode.

